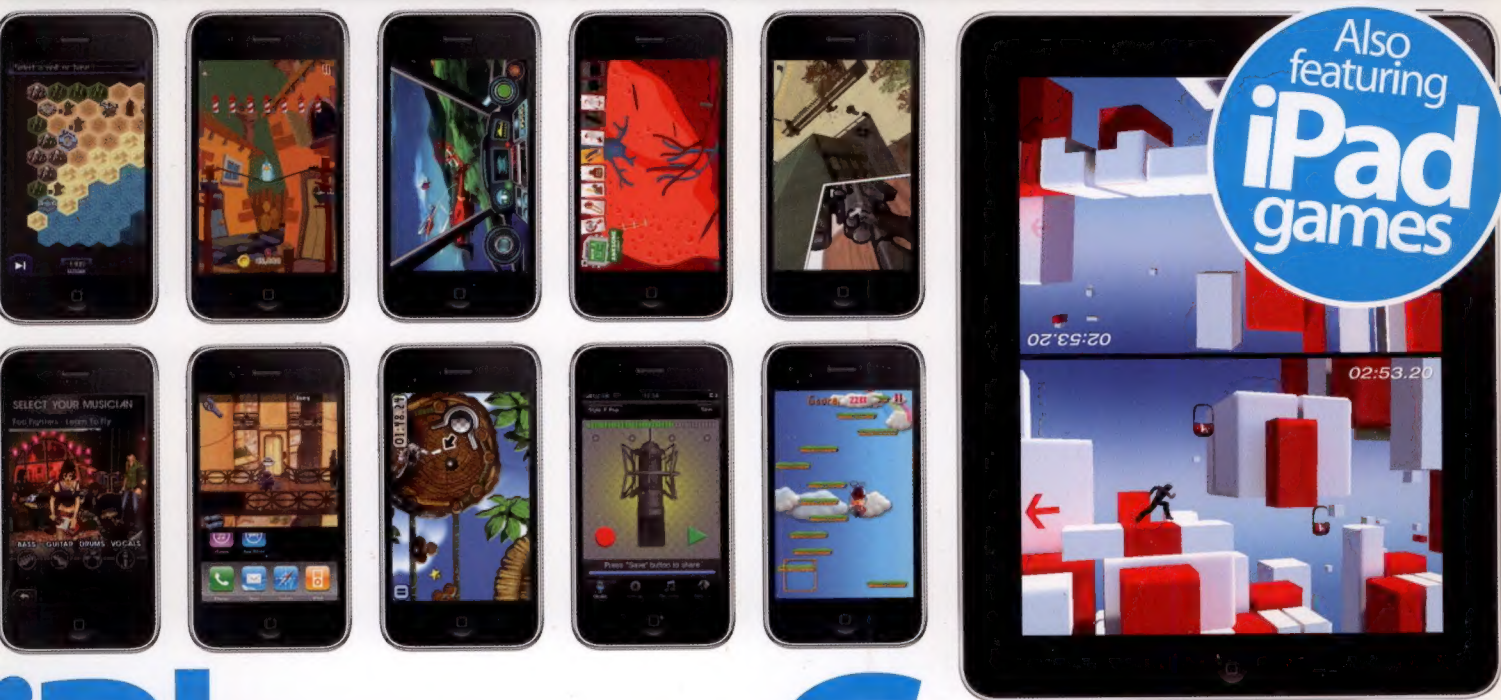


The greatest games on the App Store reviewed by leading videogame experts



iPhone Games Directory

Over
270
App game
reviews

Your unmissable guide to iPad,
iPhone and iPod games



Volume two



Action Arcade Board Casino Educational Family Music Puzzle Role Playing Sports Strategy



iPhone Games Directory

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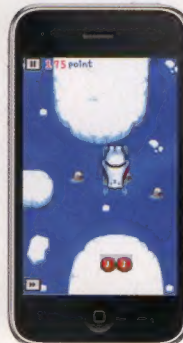
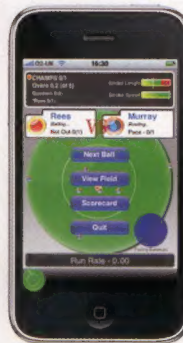
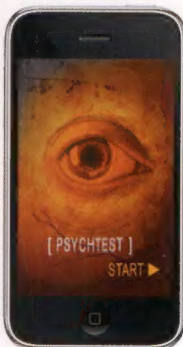
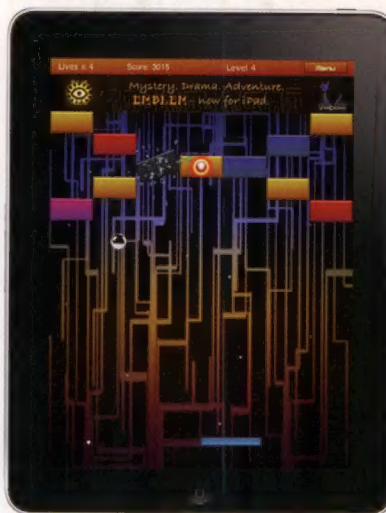
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IMAGINE
PUBLISHING

Volume 2
iPhone Games
Directory

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Your guide to the best
apps for the iPhone,
iPod touch & iPad





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For great subscription deals see page 174



Action

Given the iPhone's 'pick up and play' nature, it's no surprise that Apple's platform has, in a very short space of time, become a breeding ground for exciting action titles capable of providing instant enjoyment. From arcade shooters to platform epics, Apple's device boasts a dazzling range of different action genres both new and old, many of which utilise the innovative touch screen in ways which have never been witnessed before, and offer gaming experiences unavailable anywhere else.





Traditionally speaking, action games have always relied on accurate and precise control, and one might assume that the iPhone would struggle to offer this, given the lack of physical buttons. However, as the constant flood of brilliant titles have proven over the past few years, this misconception couldn't be further from the truth.

If you're a fan of flight sims then you're well catered for with the likes of *Ace Combat* and *F.A.S.T.*, while lovers of traditional arcade action games will want to

check out the myriad retro-themed titles currently available. If you need further convincing of the iPhone's ability to provide thrilling and captivating gaming challenges, check out this selection of pulse-quickening games.



Action

Big budget releases and intense action in the palm of your hand

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Like air hockey with guns (sort of)
- 18 **Doodle Jump**
Tilt your way to victory
- 19 **StarCannon**
Fast-paced shoot-'em-up magic

Price: £TBA/\$12.99 Developer: Electronic Arts

Mirror's Edge

Sometimes you've just got to have Faith



2009 saw many of us lose hours to two running games. The first was the original *Mirror's Edge*, in which you guided free-runner Faith as she bounded across beautiful cityscapes on the PS3 and Xbox 360.



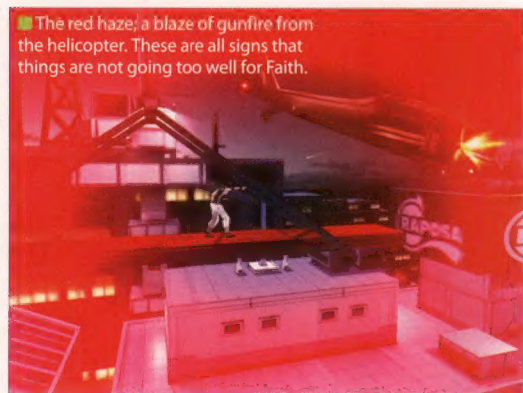
The split screen multiplayer pits you and an adversary at each end of your iPad.

The second was *Canabalt*, a wonderfully simple platformer that only required you to keep running and jumping for as long as you could keep up the pace.

In bringing *Mirror's Edge* to the iPad, EA takes everything that made the original so great - the vertigo-inducing ballet of leaps, slides and flips as Faith races across rooftops, cranes and ledges - and simplifies it until it becomes the same compulsive speed-run that

makes *Canabalt* so addictive.

You command Faith's entire repertoire with just one finger. A swipe starts you running, a swipe in the opposite direction sends you doubling-back; flick up to jump, flick down to roll gracefully as you land. Similar actions will have you wall-running, swinging from flagpoles, disarming or knocking down gun-toting hench-men or zip-lining from skyscraper to skyscraper while a helicopter sprays machine-gun bullets in your direction. Quite why you're being fired upon, as you race over rooftops or through underground lairs, is the subject of an involved, and largely needless storyline; all you really need to remember is to run, and keep running. That said, the plot is only a short one and you'll be lucky to get two hours of gameplay out of the story mode before it's over. Luckily, the speed-runs will have you revisiting your favourite levels again and again, as you frustratingly chase the red shadow runner of your former run to shave precious seconds from your best time. There are also two split-screen multiplayer modes that position you and a friend at each end of the iPad, racing across the urban sprawls for best times or hidden bags.



The red haze, a blaze of gunfire from the helicopter. These are all signs that things are not going too well for Faith.



Yup, Faith's leaping onto a rooftop covered in armoured cops and a gunship, but there's not much she can do about it now.



The visuals truly are wonderful, giving a fantastic sense of scale.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer: TopLineSoft Systems

Bomber Zone 2

An off-target attempt at an old format



The main idea behind Bomber is pretty sound. Use up and down movement of the iPad to control your plane and avoid airships, whilst blowing the crap out of the enemy on the ground. Sadly the graphics, sounds and gameplay make this a very pedestrian game. Rather



than becoming absorbed into trying to be skilful through the game, we resorted to simply carpet bombing the entire landscape - which was fun for all of two minutes.

■ The simplistic graphics don't do enough to reel in the player.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: CoreSoft

Blood Beach HD

Fight them on the iPad



After impressing on the iPhone, CoreSoft's shooter finds a pleasing new home on the iPad. The larger screen not only allows you to really appreciate the slick visuals, but also makes it much easier to target enemies. The controls - while a little sensitive - work extremely well on the new screen, and lap play is definitely



advised for easy reloading. Admittedly, simply shooting down waves of enemy air and ground troops does get repetitive, but it's exceedingly good fun while it lasts.

■ Peppering planes with lead is surprisingly satisfying.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Ravneet Singh

Starship Shooter HD

A cool take on the Space Invaders theme



Space invaders is the ultimate retro game and to put a new spin on it without delivering the same cliché is pretty tough, so kudos to Ravneet Singh for doing something that's a little different. What's fun here is that it takes elements from the classic coin-op



Tempest, letting you shoot invaders as you run around the edge of the outer screen. Great fun with bags of near miss frustration.

■ Space Invaders meets Tempest in the colourful little blaster. Fast and furious fun.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £0.59 /\$0.99 Developer: Nabil Chatbi

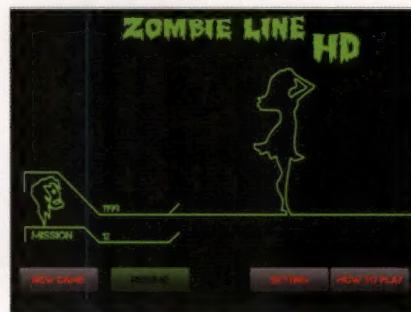
Zombie Line HD

A line-drawn horror fest



It's hard to argue with a HD game for the iPad that will cost you less than a cheeseburger but the simplicity of this app can become fairly annoying pretty quickly. On the iPhone the novelty and simplicity work well

but on the iPad it just seems like a shame that more isn't made of the screen real estate.



Level progression is pretty cool if you're prepared to stick it out but this is only a passing fad of an app. It's good fun for a minute or two but that's it.

■ Protect the girl at all costs, splatter zombie blood everywhere.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: Other Ocean

Dark Void Zero

The best NES game you've never played



Capcom's official line is that this retro-tinged action platformer is in actual fact a game that was developed years ago for the Nintendo Entertainment System but never saw the light of day. It's a cunning deception, but don't believe it for a second; this is merely a skilfully executed trick to raise awareness of the *Dark Void* home console release, but the real irony is that this is arguably a better piece of software overall.

Playing like the best NES title you never got to experience, *Dark Void Zero* is a welcome dose of old-school action on a system woefully under-represented in the genre. While it may seem relatively short, with only three stages to tackle, the size of the



Take to the skies with your trusty rocket pack, but watch out for the enemy's destructive force fields, which can send you tumbling earthwards.



The 8-bit visuals look brilliantly authentic and will bring a nostalgic tear to the eye of any former NES owner.

environments is impressive. There are also plenty of innovative ideas on display, too. You can fly around each location using a rocket pack, pick up a wide range of different weaponry, and use secondary ordinance to take out your robotic enemies. The objective of each stage is to collect a trio of control codes which will enable the destruction of the malevolent Portal X, but to obtain these codes you'll need to navigate through tight corridors, locked doors and danger-filled rooms. This task is made easier by the fact that the on-screen controls are excellent, granting precise movement and allowing for some surprisingly agile tricks, but it's the faux-retro visuals and chiptune soundtrack which steal the show; developer Other Ocean even goes as far as to make you blow into your iPhone's microphone in order to 'clean' the cartridge before the game is loaded up – something NES-owners will remember all too well.

The addition of Open Feint support and unlockable achievements keeps *Dark Void Zero's* appeal high, but with so few levels to tackle it's inevitable that boredom is going to set in sooner or later. Indeed, once you've completed the game, there's little else to do other than tackle it on a harder setting. Still, it's difficult to feel too put out when the quality of the platforming is this high. If you ever owned a NES then *Dark Void Zero* is an essential purchase.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



You'll face some formidable opponents in Portal X, so be sure to keep an eye out for more powerful firearms at all times.



■ Chuck is capable of some pretty incredible feats of strength – such as using a car as a weapon, as seen here.

■ Cut-scenes take place in every level but the dialogue is disappointingly inconsistent, with attempts at humour rarely hitting the mark.

Price: £0.59/\$0.99 Developer: Ludigames

Chuck Norris: Bring On The Pain!

Gaming has a near-Chuck Norris experience



The whole 'Chuck Norris Facts' internet phenomenon may have run its course now, but that hasn't stopped a series of shameless cash-ins, this mobile game included. Calling to mind the classic 2D fighters of yesteryear, *Chuck Norris: Bring On The Pain!* certainly looks the part. The visuals are detailed and colourful, and there's lots of neat animation to feast your eyeballs on. The gameplay isn't half bad, either; Chuck has a wide range of offensive options including guns, cars and – of course – his fists. You can even upgrade Chuck's power between missions by entering the Dojo and using credits accrued during your adventure. Sadly, the appeal of *Bring On The Pain!* diminishes faster than Chuck's acting career and, within the space of a few hours, it feels very much like a one-joke game. If you're after some mindless entertainment then by all means give Chuck a spin; just don't expect this to provide endless hours of fun.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ Retro gamers may recall that *Cobra Command* was a launch title for Sega's ill-fated Mega CD console.

■ The FMV visuals may make the game a little linear, but the on-screen action does keep you on your toes.

Price: £1.79/\$2.99 Developer: Revolutionary Concepts

Cobra Command

A retro classic re-enters the skies



Those of you who remember the Laserdisc title *Dragon's Lair* – which, incidentally, is also available on the iPhone – will be instantly at home with this retro classic. Placed in the cockpit of a high-tech attack chopper, it's your mission to eliminate a terrorist threat across several different locations. It's just like playing a cartoon from the 1980s, with traditional hand-drawn animation and a cheesy soundtrack to match. However, because you're controlling the chopper's guns and missiles – as well as occasionally steering to avoid obstacles – it feels a lot more involving than most full-motion video titles. The only niggle is that the controls take quite a bit of getting used to, but thankfully the training mode explains things in a reassuringly robust fashion. It might not be to everyone's tastes, but *Cobra Command* is well worth a look if you seek an action title with a difference.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £5.99\$9.99 Developer:

Grand Theft Auto: Chinatown Wars

Big trouble in little Chinatown



It's fair to say that *Grand Theft Auto: Chinatown Wars* has endured a rather painful transition from Nintendo's DS to Apple's iPhone, and has been forced to sacrifice some key elements along the way.

However, despite the changes, it's without a shadow of a doubt one of the most well-made and essential purchases currently available on the App Store.

The most obvious shortcoming is the controls; the on-screen D-pad and buttons simply don't work as well as the standard physical interface, and the combat targeting system is occasionally infuriating. The lack of a second screen for the map – something which was present throughout in the DS original – is also



■ Causing destruction in *Chinatown Wars* is easy – but getting away from the cops is slightly more demanding, so be careful before discharging your weapons in public.



■ Get behind the wheel of a fast enough car and you can perform all kinds of cool stunts, many of which are acknowledged by *Chinatown Wars*' in-game scoring system.

unfortunate, but thankfully the negative points end there. In practically every other department, *Chinatown Wars* is a complete success. The size of the city you tirelessly stalk around is immense and always impressive, and the sheer scope of the gameplay is often awe-inspiring; needless to say, if you're already a fan of this deliciously immoral series –and you probably are – then picking this up really is a complete no-brainer.

The plot is the usual story of revenge, double-crosses and cold-blooded murder, but it's fleshed out with countless colourful characters, witty dialogue, thought-provoking mission objectives and plenty of opportunities to customise the experience to your own personal taste. As always, the variety of assignments helps to keep things feeling fresh and exciting; one moment you're hunting down a rival gang in a volatile turf war and the other you're dressed as dragon for an extravagant Chinese street festival.

The visuals are also vastly improved over the previous Nintendo version, and are just about on par with the updated PSP edition – what makes this such an incredible achievement is that it's running on more pocket-friendly hardware. Granted, it's a tad on the pricey side compared to most other iPhone apps, but when you consider that other handheld owners had to shell out over £20 to enjoy this mobile masterpiece, it seems almost ungrateful to grumble about parting with a trifling six quid.

Ratings			
Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Operations like jump-starting a car and reloading a sniper rifle make use of the iPhone's touch-screen display in cool and inventive ways.



■ The main character looks fantastic but enemies and civilians are a little less impressive.

■ The opportunity to take to the skies is welcome but the vast empty environments don't really offer much excitement.

Price: £3.99/\$6.99 Developer: Game

Iron Man 2

This one should have stayed in the cinemas



Tony Stark's robotic alter-ego may be sporting a shiny new paint job in his recent big-budget Hollywood outing, but this iPhone adaptation feels rusty and tired, with little in the way of original content or innovation. Above-average presentation fails to hide the woeful shortcomings of the gameplay, which is incredibly basic and not at all challenging. The controls range from workmanlike to frustrating, and the samey combat does little to draw you in; the biggest contest is between the player and the in-game camera, which never seems to give you a clear view of your enemies. The ability to upgrade a multitude of different Iron Man suits is a nice touch, and the presence of secondary character War Machine will have comic book fans salivating, but ultimately *Iron Man 2* is a very ordinary action title which should only be purchased by die-hard fans of the titular superhero.

Ratings

Longevity	Fun factor	Controls	Value
★★	★★	★★	★★★

Overall Rating ★★☆☆☆



■ You spend much of the game staring at Tehra's perfectly-formed buttocks, which can be a bit of a distraction.

■ The graphics really are sumptuous but, sadly, there's very little meat on the bone when it comes to gameplay.

Price: £2.39/\$3.99 Developer: StormBASIC Games

Tehra Dark Warrior

A scantily clad sword-swinging slog-fest



If looks could kill then *Tehra Dark Warrior* would instantly slay anyone brave enough to play it; the graphics are truly gorgeous, with highly detailed sprites, impressive effects and vast, sprawling fantasy environments. Even the lead character is an eyeful, with plenty of flesh on display and ample assets to appreciate. Sadly, the beauty is only skin-deep, because under all the glitz and glamour *Tehra Dark Warrior* is actually a very ordinary and unexciting hack-and-slash epic. The button-mashing combo system is repetitive, and the magical spells do little to alleviate the boredom. Aside from some mildly impressive boss encounters, the whole thing is staler than a pair of orc's underpants, and it proves once and for all that even the most attractive game needs solid and dependable gameplay.

Ratings


Longevity	Fun factor	Controls	Value
★★	★★	★★★	★★

Overall Rating ★★☆☆☆

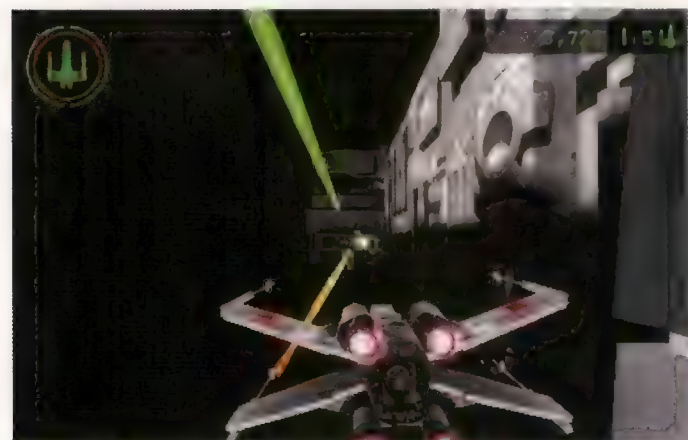
Price: Developer:

Star Wars: Trench Run

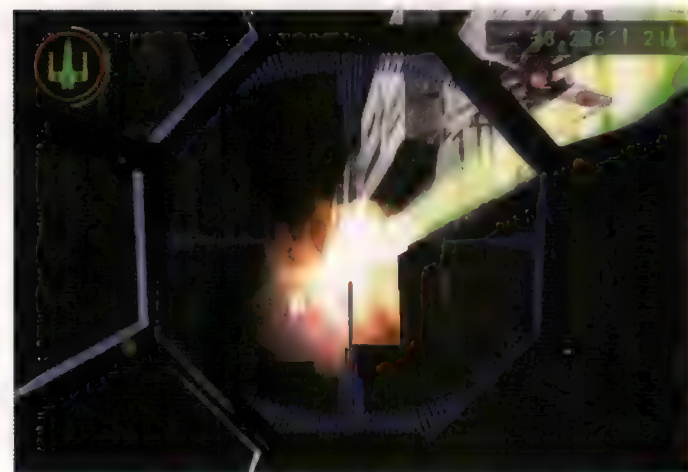
Let's blow this thing and go home


 Putting aside the often painful memories generated by the recent trio of lacklustre 'prequel' *Star Wars* films, there's no denying the legendary status of George Lucas' epic space opera. One of the obvious highlights of the original trilogy is the do-or-die attack on the Imperial Death Star, executed by rookie Luke Skywalker and his rag-tag team of Rebel X-Wing pilots. Sensing the substantial appeal of this pivotal scene, THQ Wireless – along with developer Infrared5 – has created a digital replication of this daring dash down a cannon-infested service trench.

You might consider this to be a licence to print money but, sadly, *Star Wars: Trench Run* is nowhere near as exhilarating as it should



■ Hurling down a small trench in a heavily-fortified battle station may seem like a quick way of getting killed, but *Star Wars: Trench Run* isn't as challenging as it should be.



■ Every now and then, the view will switch to Darth Vader's cockpit as he attempts to bring his guns to bear on your X-Wing fighter.

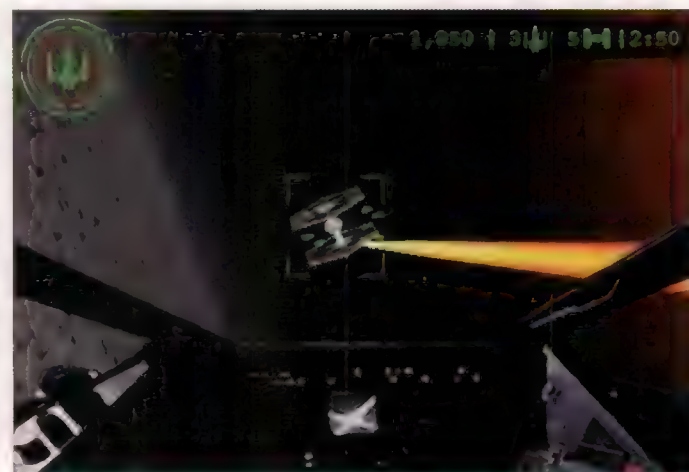
be. The presentation isn't a problem; the 3D visuals are excellent (although they do tend to chug a little on anything but a 3GS) and the audio is equally encouraging, showcasing original music, dialogue and sound effects from the films. You even get treated to some scene-setting footage lifted directly from the original 1977 movie when the game loads up.

There's a neat degree of variety in the gameplay too, with a deep-space TIE dog-fighting mode available, as well as sections in the trench where you must avoid Darth Vader's unwanted attention and sink a one-in-a-million proton torpedo into the Death Star vulnerable exhaust port.

The real problem with *Star Wars: Trench Run* is that it becomes incredibly boring very quickly, and the ease with which you can destroy cannons and navigate obstacles is almost insulting – even more so when you consider that The Force awards you the handy ability to slow down time, which grants even more opportunity to react to any oncoming threats. It's far from a total loss – the score-based format of each section and inclusion of online leaderboard support help to prolong the game's appeal – but the disappointingly limp gameplay ensures that this is yet another average *Star Wars* game, executed with little flair or imagination, and a less-than-brilliant realisation of what should be an utterly watertight concept.

Ratings			
Longevity	Fun factor	Controls	Value
★★	★★★	★★★	★★★

Overall Rating ★★★★★



■ Dog-fighting mode allows you to spread your wings a little above the surface of the Death Star. Take out the TIE Fighters as quickly as possible for a big points bonus.

Price: \$0.99/\$0.99 Developer: Matthew Clifton

Gate Runner

Make a bolt for the gate



Gate Runner is all about speed. You have to guide your spacecraft through a series of gates to complete each level without missing a single one. Some gates increase your pace, which naturally reduces the amount of time you have to react; others push your craft in different directions so you can avoid obstacles. *Gate Runner* is



great fun but the lack of accelerometer control is puzzling; using the virtual D-pad seems counter-intuitive and detracts from the enjoyment of the game.

■ The trippy visuals give *Gate Runner* a feel all its own.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: \$1.19/\$1.99 Developer: Gearssoft

MetalWars 2

Three-story monster – activate!



There are few things cooler than stomping around in a massive robotic tank, so it's easy to see why *MetalWars 2* might appeal to many gamers.

Thankfully, it's not just a cool concept – the game

boasts great controls, excellent visuals and compelling gameplay. It also has a neat progression system, thanks to the fact that you can



upgrade your mech with new parts and weapons. The lack of a two-player mode is a bit of a shame but the solo campaign is robust enough to keep you hooked.

■ You can issue orders to wingman to make life easier.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: Developer:

Graves Robber

Rise from your graves



This gothic-style third-person shooter may contain some devilishly impressive graphics, but the gameplay itself isn't quite as compulsive. Blasting away at the undead enemies is fun, and the levels are varied enough, but the lumbering control method makes reacting to sudden attacks harder than it should be. If you're



willing to invest some effort then you can overcome the niggles, but it has to be said that there are superior action titles out there.

■ Don't let those ghouls get too close before popping a bullet between their eyes.

Ratings

Longevity
★★★

Fun factor
★★★

Controls
★★

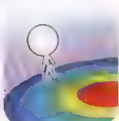
Value
★★★

Overall Rating ★★★★★

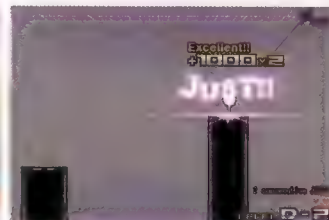
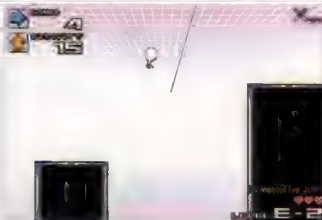
Price: Developer:

Mr.AahH!!

Swinging to glory



Mr.AahH!! may have a strange title, and visuals which wouldn't seem out of place in a game from 20 years ago, but it's also one of the hidden gems of the iPhone App Store. You have to ensure the titular character successfully swings from one platform to the next, timing his jumps to pixel-perfect perfection. *Mr.AahH!!* is both challenging and addictive, so be sure to give it a try if you seek a quick-fix mobile gaming option.



Ratings

Longevity
★★★★

Fun factor
★★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

Price: £0.99/\$0.99 Developer: PAPA

Bird Strike: Gold Edition

Try not to get yourself in a flap, there's a pretty boy



Sometimes the simplest concepts are the most instantly appealing, and *Bird Strike* certainly ranks as pretty straightforward; you merely have to launch a bird up the screen and ensure he gets as high as possible. However, this bird isn't really a natural flier, and the initial fling will only get him so far into the air, which means you will have to utilise the various rockets dotted around the sky to gain additional height. Once you've reached the apex of the jump, your baby blue feathered friend gets zapped by a passing UFO, and the race is on to hit as many collectible objects as possible to expand your score, using the iPhone's tilt function. Progress to the next level is determined by how many points you accrue, so *Bird Strike* soon becomes a desperate race to clock as high a score as you can. The trial-and-error gameplay can prove curiously unfulfilling at times, but on the whole it offers up plenty of wing-flapping enjoyment.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★

Overall Rating ★★★★★



■ Guide your winged hero using the iPhone's tilt control, but look out for girders, hot air balloons and other hazards.

■ Collecting tasty seeds gives you additional points, so try to grab as many as possible for a high score.

Price: £0.99/\$0.99 Developer:

Ghosts 'n Goblins Gold Knights



■ Fearsome boss characters wait at the end of each level; watch for their attack pattern before lunging in with your sword.

Price: £0.99/\$0.99 Developer: KIN

F.A.S.T.

You can be my wingman any time, Maverick



Fighter pilots may run the risk of being vaporised by heat-seeking missiles or blacking out during high-speed turns, but as a profession it's undeniably cool, and is right up there with being an Astronaut or F1 driver. *F.A.S.T.* – which stands for Fleet Air Superiority Tactics, in case you were wondering – manages to replicate the thrills and spills of jet fighter combat with considerable aplomb. Controlled using a savvy combination of the iPhone's accelerometer and touch-screen, *F.A.S.T.* breaks the player in slowly before offering up trickier mission objectives. However, as good as the single-player side of things is, it's the multiplayer modes which will really get your afterburners blazing. Both online and Bluetooth connectivity are supported and the presence of a score ranking system further expands the appeal of this digital *Top Gun* simulation. Polished visuals and impeccable presentation round off a superlative package which shouldn't be missed.

Another old-school Capcom classic rises from its grave



Capcom's *Ghosts 'n Goblins* series is a certified retro classic, with a well-deserved reputation for being as tough as old boots despite the doggy life you get each time your hero gets hit and loses his armour.

Given its proclivity for intense difficulty and the need for lightning-fast reactions, bringing this esteemed series to the iPhone – a platform which lacks traditional physical controls – doesn't seem like the greatest idea ever. Thankfully, *Gold Knights* manages to replicate the vintage gameplay on Apple's device with a surprising amount of success. The graphics are above-average – mimicking the 3D visuals seen in the recent Sony PSP outing – but it's the demanding gameplay that really steals the show. The on-screen controls can occasionally prove irksome, and the level design isn't quite as good as it's been in previous titles, but *Gold Knights* is a commendable effort which should be downloaded by retro enthusiasts everywhere.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



A wide range of different fighter aircraft are up for grabs, provided you're skilled enough to unlock them.

The visuals in *F.A.S.T.* rank as some of the finest yet seen on Apple's portable platform.

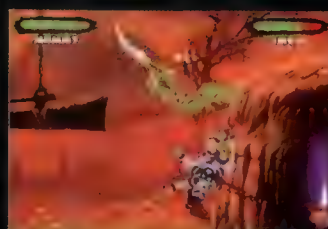


Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Action iPhone



In a static screenshot *Ragdoll Legends* looks a bit silly. When it's moving it doesn't look a great deal better, either.

One positive aspect of the game is the large and detailed locations, which boast an impressive atmosphere.

Price: £1.19/\$1.99 Developer: MoreGames Entertainment

Ragdoll Legends

More proof that legendary status is too easy to come by these days



Fighting games may seem like exercises in mindless button-mashing, but there's actually an incredible degree of precision and skill involved – especially when you have two expert players facing off. Not that you'd know this from playing *Ragdoll Legends*; this puppet-based brawler is essentially a glorified tech demonstration, where you fling your character around the screen in a vain attempt to inflict damage on your opponent. Forget about stringing together a meaningful combination of punches and kicks – the best strategy is to simply swirl your finger around and hope that one of your character's limbs makes contact with the enemy. Multiplayer combat – the one thing that could have clawed back some respectability – is curiously absent. But, then again, it's probably for the best because you might not have many friends left after you force them to endure this flaccid fighter. Avoid like the plague.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Taplight Games

The Hero

Holding out for a hero – in the literal, ‘palm of your hand’ sense



Although it may be everyone’s dream to have superhuman powers and the ability to fly, being a hero is no walk in the park – as this iPhone action title proves. As well as defending citizens from evil terrorists, ninjas and mutant bees, you’ve got to defuse bombs, catch falling babies and dish out a multitude of celebratory high fives to your waiting fans.

Thankfully, the slick controls possessed by *The Hero* make this arduous task a little easier, and the excellent standard of presentation is another massive plus point. The game is also backed-up by an amusing plot which deliberately pokes fun at the superhero genre. Repetition proves to be a problem with prolonged play and a bit more variety certainly wouldn’t have gone amiss, but *The Hero* remains a praiseworthy release for the iPhone, and is well worth checking out if you happen to feel the calling of cape and spandex.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Unlockable awards are available, and offer further incentive to progress through the game’s many cityscapes.

■ Controlling the titular lead character is blissfully easy; pulling off tight mid-air turns soon becomes second nature.

Price: Developer:

Battle Blasters

A one-on-one blastfest with hidden complexity



Battle Blasters has a devilishly simple concept – you have to destroy your opponent using a combination of laser fire and special weapons – but the complexity and depth showcased by this gorgeous 2D title are really impressive. Playing like a top-down shooter version of Capcom’s *Street Fighter II*, *Battle Blasters* calls for the player to master quick shots and power blasts; the former will catch your opponent unawares and the latter is capable of destroying faster fire. You can also make use of your character’s special ability – which is different for each fighter – to gain the upper hand. Single-player is challenging, but the game really comes alive when you play against another human, either via Bluetooth or – ingeniously – on the same device, with one player at the top of the screen and the other at the bottom. It may not have the long-term appeal of other action titles, but *Battle Blasters* is nevertheless a delicious slice of retro cool.

Doodle Jump



■ Hit the platforms and avoid the bad guys to post that record-breaking score.

■ Different themes are available but the core gameplay remains the same.





■ Mixing up the different shot types is the key to victory.

■ Each character has different skills, strengths and weaknesses.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Lima

Jump to it with one of the most addictive games ever



It's often the case that the most incredibly addictive games are the ones which boast the most basic of concepts, and that is certainly true of *Doodle Jump*.

The objective of this lighthearted action title is to get your character – known as The Doodler – as high up the screen as possible. This is achieved by tilting your device to ensure The Doodler lands on the many floating platforms which dot the sky. You'll also have to contend with various enemies – which range from bug-eyed monsters to scary UFOs – but, thankfully, The Doodler comes equipped with a cannon in his nose for eradicating such threats. With an undeniable 'just one more go' appeal and the ability to post scores to Facebook and Twitter, it's little wonder that *Doodle Jump* has gone on to sell millions. This is a must-have game for the iPhone and should be downloaded with hesitation.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Jager

StarCannon

Like having an arcade cabinet in your pocket



Don't be fooled by *StarCannon's* lush visuals and pumping soundtrack – underneath the flashy exterior beats the heart of a true retro shoot-'em-up classic. Taking inspiration from the coin-sucking arcade shooters of yesteryear, *StarCannon* offers little in the way of surprises, but boasts ample amounts of demanding and rewarding gameplay. The ability to slow down time is a nice touch, and allows less-experienced gamers to get to grips with the incredible volume of enemies and bullets on-screen at any one time. However, it's the 'touch to move' controls which impress the most. Considering the iPhone lacks a proper D-pad to work with, the level of accuracy possible with *StarCannon's* interface is really quite remarkable. Like all shooters, it's never going to hold your interest forever, but while it lasts, *StarCannon* is a true thrill-ride that iPhone-owning blasting veterans are not going to want to miss.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★



■ Upgrading weapons gives you the strength to tackle the stronger foes.



App Store

Adventure Intro



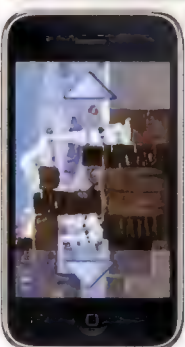
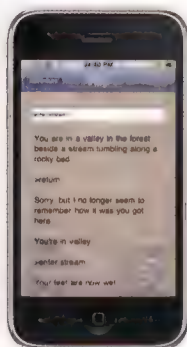
Adventure

Your iPhone is likely to always be with you on your own adventures, and it's fast becoming the go-to format for adventure gaming. From enhanced revivals of old classics like *The Secret Of Monkey Island*, *Broken Sword* and *Beneath A Steel Sky*, right through to all-new mysteries to solve in the likes of *1112* and *Nick Chase* or licensed adaptations such as *CSI Miami*, the library is only getting bigger.

This section will take you through a selection of what the App Store has to offer right now for



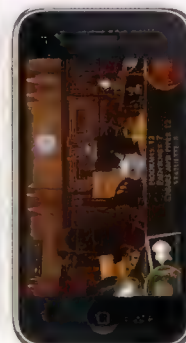
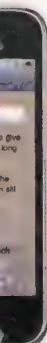
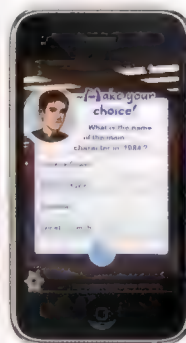
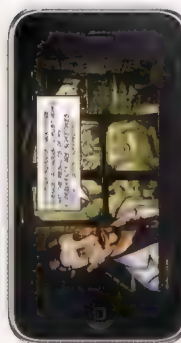
With
iPad
reviews



adventure fans. Whether your definition of adventure means solving a point-and-click murder mystery in Paris or hunting for acorns in prehistoric lands, a harrowing page-turner or wisecrack-filled romp, realistic and educational or a nostalgic homage to old-fashioned detective comics, there will be something for you to get your teeth into in this extensive and growing selection.

Fittingly, the adventure genre was thought to be moribund only a few years ago, and we have

Apple's device to thank for its sudden revival across all platforms. Freed from the requirements of sitting at a computer for hours on end and the necessity of a mouse, adventure game designers have been able to unleash their pent-up creativity on a whole new audience – one that's all too keen to test out that grey matter while on the move – and the results have been spectacular as we get engrossed in innovative new adventures and excitedly return to our old favourites.



Adventure

Fancy a time sink? Then this is the genre for you

- 22 N.O.V.A. HD**
The iPad's best FPS adventure
- 23 Amateur Surgeon iPad Edition**
Operation, but with more blood
- 23 Doons HD**
You'll be doomed if you play it
- 23 Emblem HD**
A nice idea poorly executed
- 23 Caster HD**
A dual iPad adventure. Oh dear
- 24 Beneath A Steel Sky: Remastered**
An Amiga classic hits the iPhone
- 25 1112 Episode 1**
Episodic fun that's worth a punt
- 25 CSI: Miami**
The hit TV show in your hand
- 26 Dracula: The Path of the Dragon Part 1**
Something to sink your teeth into
- 26 Myst**
The cult PC hit receives a new lease of life
- 27 Nick Chase: A Detective Story**
A noir classic for your iPhone
- 27 Jules Verne's Return to Mysterious Island**
If only it was a book
- 28 Rayman 2: The Great Escape**
Performing hi-jinks on your iPhone
- 29 Advent**
Don't set a date for it
- 29 Ice Age: Dawn of the Dinosaurs**
A surprisingly fun adventure
- 29 Bank Run**
If 24 was made by students
- 29 Mystery of Unicorn Castle**
A dull adventure to stay away from
- 30 Solomon's Keep**
Like Solomon's Key, but with a keep
- 31 Soul**
It's arty but where's the game?
- 12 Surviving High School**
Is high school really that bad?
- 12 Where's Wally? The Fantastic Journey**
The striped rambler hides in your iPhone

Price: £3.99/\$6.99 Developer: Gameloft

N.O.V.A. - Near Orbit Vanguard Alliance HD

Console class, run-and-gun gaming for the iPad



If iPhone gaming has taught us one thing it's that, despite some sterling efforts and exceptional creativity, first-person shooters don't really work on handheld touch devices. Within around five minutes of playing NOVA on an iPad, you're ready to forget what you have learnt. Where the original iPhone game was a fun diversion hampered by cramped controls constantly encroaching on the screen, the iPad version feels for the first time like console gaming in your hand.



You'll find the occasional machine gun turret to take control of – useful for clearing rooms of angry aliens who insist on leaping through inter-dimensional portals.



The multiplayer maps are small and simple, making them absolutely perfect for run-and-gun gaming.

Graphically, the game is stunning. Whether trooping along the corridors of starships or marching through alien jungles, the worlds you fight through are influenced by games like *Halo* and *Unreal*, and bear up well under those comparisons; there's detail, depth and atmosphere and, it makes for an immersive experience. What's more, the controls are surprisingly easy to master.

You move using the left thumbstick, and look around by dragging a right finger anywhere on the screen. Firing, and aiming while you fire, is controlled by a second 'thumbstick' on the right. You'll quickly discover that, rather than gripping the iPad in your hands and using your thumbs for control, this is a game better played on your lap, so that all five digits of your right hand can quickly move from looking to aiming to jumping, reloading, switching weapons and throwing grenades. It's easier than it sounds, and you can drag the virtual controls around the screen to better suit your reach.

With 13 levels across five environments, the single-player mission should keep you occupied for a good few hours, but once you're done there's still an extremely enjoyable multiplayer death-match – you can jump straight in to an online game with up to three other players and while the action is kept simple it's more than frantic enough to satisfy all but the most hardcore gamers.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



Good advice. The game is littered with mini-games like dodging asteroids or hacking ammo boxes. Some rely on creative use of on-screen gestures.



Price: £2.99/\$4.99 Developer: Adult Swim

Amateur Surgeon iPad edition

Take matters into your own hands

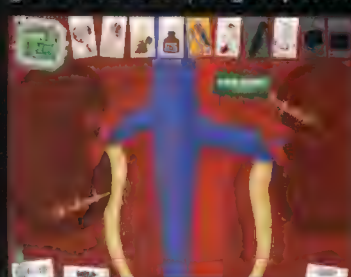


If you're blessed with a strong stomach and steady hand, this could be the game for you. Playing like a blood thirsty version of the classic board game

Operation, *Amateur Surgeon* has you saving lives with little more than a pizza cutter, stapler and an Etch-a-Sketch. The game introduces you gently to the skills you need to learn and,

although the gameplay can get a little repetitive after a while, there's plenty of humour to stop your interest flatlining. If only the same could be said of your patience...

■ Nurse, I'm gonna need a pizza cutter, zippo lighter, a corkscrew, and 50ccs of plastercine – Stat!



Ratings

Longevity



Fun factor



Controls



Value



Overall Rating ★★★★★

Price: £0.99/\$0.99 Developer: Epic Games

Emblem HD

A sliding tile puzzle game with a twist. And a turn



At its heart, *Emblem* is a deceptively simple puzzle game dressed up with short animated transitions and some absolutely awful and completely unnecessary dialogue. As you progress through the levels you

learn new skills and the puzzles get steadily more difficult. As a

brain-teaser, there are challenges to be found, it's just a shame you have to sit through all the padding and waffle to get to them. Give the free version a try before paying to upgrade.

■ Slide and turn the tiles to align the mystical energy channels.



Ratings

Longevity



Fun factor



Controls



Value

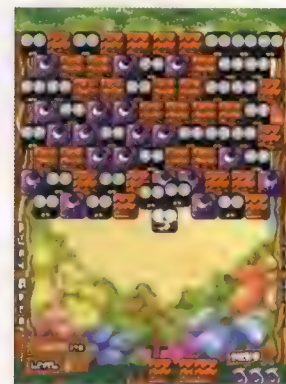


Overall Rating ★★★★★

Price: Free Developer: Deveno, Inc.

Doons HD

We're all dooned!



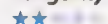
■ Fire blocks with faces on at other blocks with faces on. And maybe win points. And sparkles.



The best casual games are the ones you can jump straight into without any kind of difficult learning curve. This is partially true of *Doons*, but with absolutely no instructions included in the game at all, you can't help but feel you're missing the main point of the game (either that, or there really is no point to the game to begin with). Your job is to save the blocky Doons by firing other blocky Doons at them. They then fall down. Sometimes. And you score points. Sometimes.

Ratings

Longevity



Fun factor



Controls



Value



Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: Ecom LLC

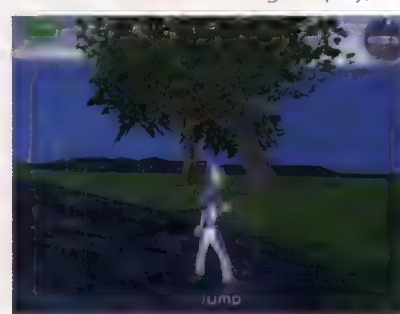
Caster HD

A few niggling flaws, but will entertain you for a spell



Caster is a third-person shooter where you you run around landscapes hurling spells. You're introduced to the gameplay through a quick tutorial before diving straight into the action on your first mission.

There's a retro feel to the gameplay, and the graphics look



suitably dated. Its just a shame the controls haven't been thought through for iPad, with the jump button out of reach in the middle of the screen.

■ When the best you can do for a jump button is to write 'Jump' at the bottom of the screen, your controls need some work.

Ratings

Longevity



Fun factor



Controls



Value



Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: Revolution Software

Beneath A Steel Sky: Remastered

An epic adventure in the tiniest of packages



Coming as something of a trial for Revolution's roster of truly classic point-and-click adventure games on the iPhone, this new edition of *Beneath A Steel Sky* bodes extremely well. What you get here for the very reasonable asking price is a lengthy, puzzle-filled adventure, which has been adapted to the new format with great attention to detail.

As the 'Remastered' in the title suggests, this is far from a quick and dirty port of the 1994 game. In addition to the entire adventure that PC and Amiga fans enjoyed, Revolution has taken the original artwork by comic book artist Dave Gibbons (*Watchmen*) and turned it into all-new animated sequences. Don't expect Disney levels of animation, as they're designed to

look more like comic panels in motion, but it's a nice touch, and coupled with a boost in sound quality to take advantage of the iPhone's audio hardware over that of a Nineties PC, there's enough of an improvement to the presentation to justify the subtitle.

Most importantly, though, care has been taken to adapt the interface to the iPhone's touch screen. While it can sometimes be fiddly to hit small items, it's designed to make the interactive points on the screen obvious and as simple as possible to hit, and sliding your finger around in the general area should see the part that you're looking for pop up. Holding down on the screen will also highlight every interactive object in the current area, so you're not going to miss an essential item because the screen was too small.

Additionally, there's an all-new hint system, which starts off with cryptic clues about what you should do next and, eventually, outright tells you if you're still stuck. It's entirely optional, though, so purists – and those who fancy a challenge – don't have to touch it.

Even before the enhancements, *Beneath A Steel Sky* was a well-regarded adventure among fans, and it still holds up well. Set in a dystopian future where much of humanity inhabits giant indoor cities under the control of powerful corporations, it still manages to contain plenty of humour and likeable characters despite the occasionally dark subject matter. It's a brilliant game, and the iPhone is the ideal medium through which to experience it.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

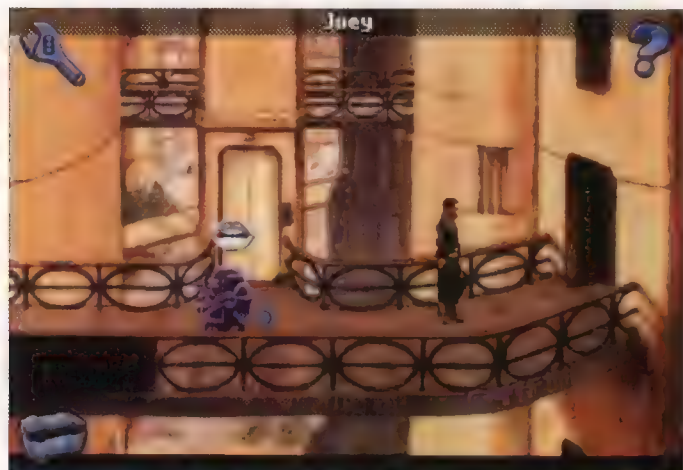
Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



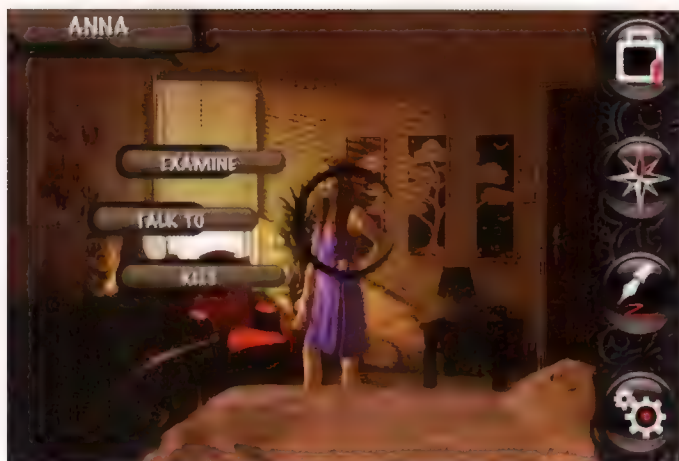
■ The new animated sequences look excellent, and they're a far cry from the blocky, largely still artwork of the original versions.



■ Joey is your ever-present robot companion. He's damaged early on in the story and will get continually upgraded as you find discarded parts.



■ The game's artwork in general is brilliant, depicting a huge and dirty city that still has a lot of personality.



■ 1112 makes good use of the full range of iPhone features, such as the accelerometer.

■ How can she not? You look exactly like Johnny Depp.

Price: £2.99/\$4.99 Developer: Agharta Studio

1112 episode 01

How many other games let you 'obliterate' your alarm clock?



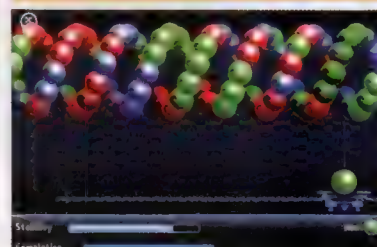
Many iPhone adventures seem cut from the same cloth, so 1112 deserves an immense amount of credit for really forging its own path. Rather than a standard mystery, what we have here is a surprisingly sophisticated game that really takes some risks with its narrative.

You won't begin shipwrecked on a desert island or on a mission to another planet, but rather awakening with a headache, as you learn the ropes of 1112's interface while searching for your medication. Contextual controls give you the option to kick in a door or booby-trap your house, and while it hints at the way things could go, at this point in the story it will gain you nothing but odd looks from your wife, a bruised shoulder, or maybe a lame excuse from the protagonist. Things, of course, get more interesting, and with Agharta committed to continuing its story, it's worth getting in on the ground floor.

Ratings

Longevity	Fun factor	Controls	Value
★★★★☆	★★★★★	★★★★☆	★★★★★

Overall Rating ★★★★★



■ Cue The Who!

■ We seriously doubt that sequencing DNA is anything like *Puzzle Bobble*, but it's more interesting than staring at a computer for hours.

Price: £0.59/\$0.99 Developer: Gameloft

CSI: Miami

Looks like this game... is over

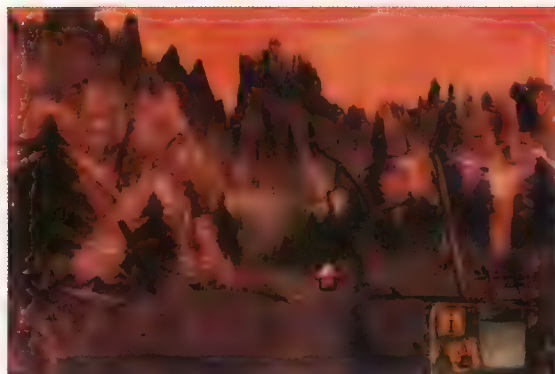


We'd be lying if we said that we were expecting a lot from *CSI: Miami*, but what you get in this package is a hugely authentic and surprisingly good adventure game. Fans of the TV show will be immediately familiar with the characters, and it's clear very quickly that whoever wrote the game gets the tone of the real thing. Within minutes, Horatio Caine is spouting a one-liner and putting on his sunglasses – sadly, the game won't break into *The Who* at this point, so make sure to sync 'Won't Get Fooled Again' from iTunes for the full experience – and it's not long before you're extracting DNA or pulling bullets out of holes. The games are hardly realistic, with DNA sequencing playing out like *Puzzle Bobble* being one example, but they provide a break from poring over images of dead bodies, and help ensure that *CSI: Miami* is one of the better licensed adventures on the iPhone.

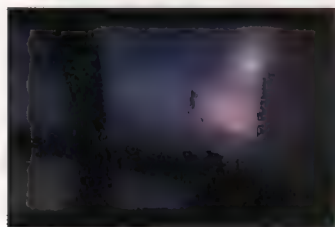
Ratings

Longevity	Fun factor	Controls	Value
★★★★☆	★★★★★	★★★★☆	★★★★★

Overall Rating ★★★★★



■ A gloomy, foreboding castle that overlooks the freshly abandoned trenches of the First World War, at twilight. What could go wrong?



Price: £0.59/\$0.99 Developer: Chillingo

Dracula: The Path Of The Dragon – Part 1

Don't forget to pack your garlic



Coming from the same developer as *Return To Mysterious Island*, the similarities in the way *Dracula* plays are immediately apparent. The system of panning the scenery around to look for interactive elements is just as well implemented, and in its early stages this game is helped to get one over its stablemate thanks to its more interesting setting, and increased use of animated characters and background elements.

Taking place in Romania in the aftermath of the First World War, you play as a Vatican priest sent to the area to investigate the potential canonisation of a recently deceased local doctor. The story is enough to hold your interest as it becomes apparent that things aren't as they seem – are they ever? – and it rolls straight into the second and third episodes, which are both also available now. There are more polished adventures available but, even as the first part in a series, this provides a decent story and represents good value at its current price.

Ratings

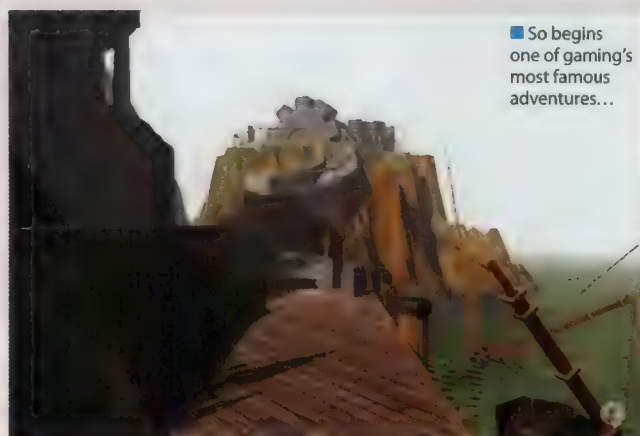
Longevity
★★★★

Fun factor
★★★★

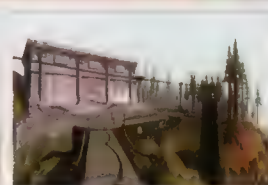
Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



■ So begins one of gaming's most famous adventures...



■ The world of *Myst* is a strange mix of the modern and the fantastical.

Price: £2.99/\$4.99 Developer: Cyan Worlds

Myst

Time isn't always kind



Myst is another one of those games that really blows the mind of gamers of a certain age when they see it on a phone. This was once the poster child for a whole generation of new games, made possible by 'modern' hardware like the CD-ROM drive, and now you can have it in your hand in one, fairly large, download (the game's size, at over 500MB, is something to consider if space is tight on your iPhone).

What you're getting in this version is essentially identical, so your enjoyment will depend on whether you liked what was once the biggest-selling PC game of all time. It's still a bit of a love-it-or-hate-it game, and those who prefer their games action-packed will likely fall into the latter category. It hasn't aged all that well in these days of realistic CGI and animated adventures, but it's easy to imagine those who prefer their adventures sedentary and thought-provoking liking it a lot.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ There's a ton of detail in every scene, and it stands out well on the iPhone's screen.



■ With a name like Tony Chainsaw, he almost certainly runs an orphanage or a home for lost kittens.

Price: £2.99/\$4.99 Developer: Big Fish Games

Nick Chase: A Detective Story

And I was this close to retirement...



Nick Chase is a beautiful-looking game. While most iPhone adventures of this type seem to go for realism, this game is proud of its roots in noir detective comics, and the environments all consist of bold, detailed art that fits the style perfectly. The story itself is also typical of the genre – all hard-boiled detectives and crime lords, with dialogue consisting of strained analogies and allusions to retirement – but is nonetheless interesting, and the mini-games that punctuate it rarely feel like they're shoehorned in. While many adventures feature similar tasks, such as the job of piecing together a discarded membership card, the brilliant art and context within the story makes it feel less like it's simply ticking boxes than its competitors. This is one of the best graphic adventures on the iPhone. Gorgeous, with a good story and plenty of variety, it's sure to keep noir fans enthralled.

Ratings

Longevity
★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★

Overall Rating ★★★★★



■ Interact with anything that looks out of place, because chances are it's hiding something important.



■ Your inventory will fill up with more and more of what appears to be junk, but most things have a use.

Price: £1.79/\$2.99 Developer: Chillingo

Jules Verne's Return To Mysterious Island

Around the iPhone in 360 degrees



This is one of the better hidden item adventures on the App Store, with a far greater degree of interactivity than the majority of its competition. Rather than completely static screens, all of them are 360-degree panoramas that can be rotated at will, as you explore the considerably sized environments looking for useful items – and dead porcupines – to help you survive and unravel the mystery. It becomes apparent very quickly that the island isn't uninhabited, and once your objective moves on from simple survival to moving the story forward, it becomes as compelling as its literary inspiration would have you believe.

Its roots as a game designed to run on any PC hardware lead to a limited selection of animations, so don't expect a rollicking, action-packed ride, but as something cerebral that's well-suited to the iPhone interface – it's hard to imagine it being any better with a mouse – this is one to look out for.

Ratings

Longevity
★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★

Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: Gameloft

Rayman 2: The Great Escape

A platforming classic arrives on the iPhone, better than ever



On its original release in 1999, *Rayman 2: The Great Escape* was hailed as a huge leap forward. Its graphics were unparalleled, and its Gallic sense of humour was a breath of fresh air in an increasingly dull 3D

platforming space. And now we have a brilliant and accurate port of it on our phones. If we didn't have so many other games to play, we'd take a moment to reflect on that.

The one area where this iPhone version of *Rayman 2* suffers is, as is so often the case

with console ports on Apple's handhelds, is in its controls. The lack of an analogue stick and physical buttons is always going to be a problem for these games, we fear, but *Rayman 2* does a fair job of coping without. The virtual stick works acceptably, and while you might lose the on-screen buttons in the heat of the moment, they're well sized and spaced out enough to minimise the hassle. There seems to be enough leeway built in to ensure that even the precision platforming sequences aren't too frustrating without the feedback of a physical joystick and buttons. Not ideal, then, but the best we can hope for on the iPhone.

That aside, though, the game has held up well. It's a bold and beautiful-looking game that runs remarkably well on all iPhone OS hardware – those without a 3GS or later-model iPod touch aren't left in the cold here – and, in gameplay terms, it's as good as it's ever been. Ubisoft was rightly praised on its original release for the variety on display alongside its visual brilliance, and it's easy to see why: aside from the standard 3D platforming you've got races, flying sections, underwater sequences, water-skiing, surfing... you won't want for something to do in this game, that's for sure.

Rayman 2 is a game that's difficult not to like. From its irreverent humour to its striking visuals, it's the kind of game that we don't seem to get all that much any more, and iPhone owners can now enjoy it in as good a form as it's ever been.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★	★★★★

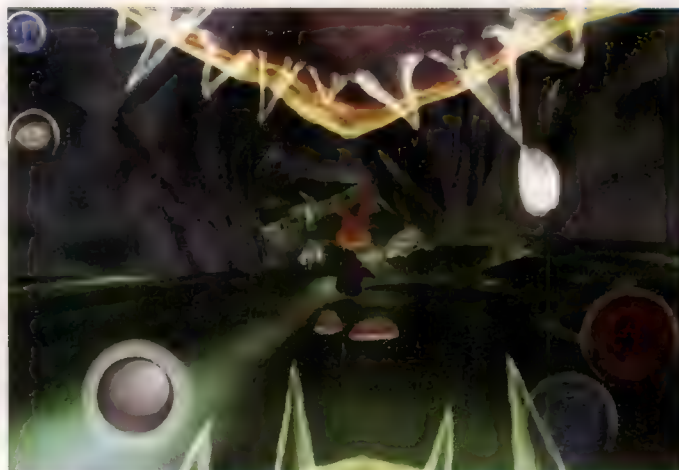
Overall Rating ★★★★★



■ The character designs are all incredibly charming, and the game as a whole simply has bags of personality.



■ Rayman's helicopter hair is about as complicated as his abilities get, and this simplicity makes the iPhone's control shortcomings less damaging than they could have been.

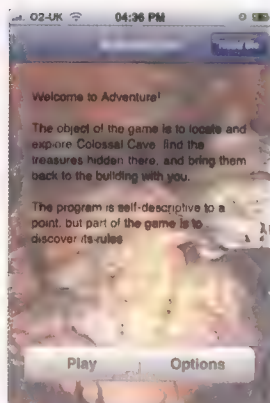


■ *Rayman 2* constantly mixes up its gameplay, dipping its toes in different genres, and chase sequences like this are just one example.

Price: Free Developer: Pi-Soft Consulting

Advent

There's retro, and then there's Advent



■ Not even a picture of some rocks can bring the text to life.



Older gamers will get a kick out of this port of 1976's *Colossal Cave Adventure*, but

although this version has some atmospheric sound and background images, its age is part of the problem. Compared to graphic adventures it's incredibly dated, and the limited vocabulary – 'take food' works but 'pick up food' doesn't – coupled with a niggling failure to use the iPhone's built-in spell check makes it frustrating to play out of anything more than curiosity.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★☆☆

Overall Rating ★★★★★

Price: Free Developer: SickTricky

Bank Run

It's like the Mega-CD never went anywhere...



It was nearly 20 years ago that CD-based technology heralded a future of badly acted full-motion video and *Mortal Kombat*-style digitised characters, and we thought that such dark times were long gone.

Unfortunately not, as *Bank Run* proves. The cinematography may have improved, having taken a few cues from *24*, but that's about



it. The rest of the game is a dreadful, clichéd action film welded to one-note side-scrolling action. Beyond the novelty factor there's no reason to play this.

■ It's like a YouTube version of *24* with Jason Statham.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★☆☆

Overall Rating ★★★★★

Adventure iPhone



Price: £1.79/\$2.99 Developer: Chillingo

Ice Age: Dawn Of The Dinosaurs

Platforming for all ages



While this puzzle-platform adventure looks like a kids' game, it's good enough for anyone to enjoy. Its style is somewhat reminiscent of the old *Oddworld* game, with puzzle-solving, enemy evasion, and a deliberate pace taking precedence over twitch reactions. As a result, while it might prove too taxing for the youngest of



children, anyone looking for some laid-back platforming that works the grey matter a little bit will likely enjoy this.

■ Stomping will dislodge stalactites, creating platforms and eliminating enemies.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

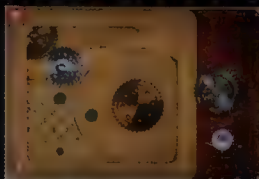
Price: £0.59/\$0.99 Developer: PlayCreek

Mystery Of Unicorn Castle

Best left unsolved



It's difficult to see how hunting around in the dark for a dozen hookahs and cigars is going to stake your claim on a haunted mansion, but that's the premise for *Mystery Of Unicorn Castle*, an iPhone conversion of a shareware PC title. While some of the artwork on display is nice, the story is nothing to get excited about, and squinting for tiny objects on the screen while solving occasional puzzles gets old fast. Tough to recommend unless hidden object games are the highlight of your life.



■ The puzzles are reminiscent of other popular games, such as *Columns* or, in this case, *Geared*.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



You can return to the town at any time and buy upgrades from your wizarding brethren.



This is what you're after. Be sure to check every room of every floor.

Price: £1.19/\$1.99 Developer: Rapsodo

Solomon's Keep

Bless his little pointy hat



Who said dungeon-crawling was dead? Solomon's Keep offers a superb example of the kind of looting and experience-hunting that's kept millions glued to such adventures as Diablo and Torchlight, as you guide your little wizard through the randomly generated levels of the titular castle, using spells to kill enemies, defeat bosses, and find chests filled with gold and items. Repeat ad infinitum.

Sound repetitive? It is, but that's not to say it's not great fun, and although it suffers for not having the multiplayer shenanigans that have kept the genre's greats going for as long as they have, it's a great little pick-up-and-play game. The visuals also deserve special mention, as the cute little character models are brimming with personality, and it throws around tons of enemies and spell effects without overwhelming the hardware.

Solomon's Keep is sure to keep you coming back and is well-suited to portable gaming. Only its lack of multiplayer functionality keeps it from achieving top marks.

Ratings

Longevity



Fun factor



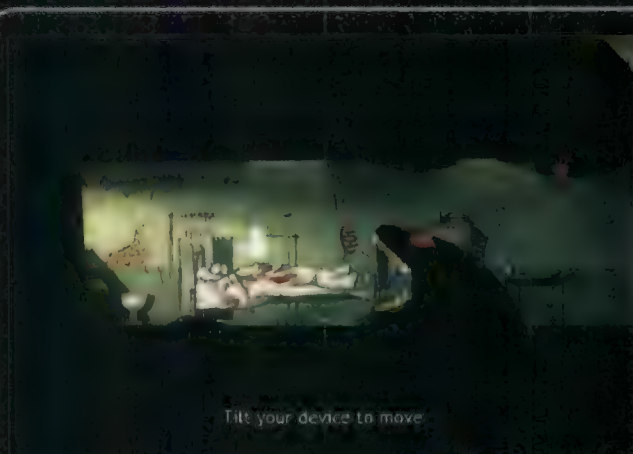
Controls



Value



Overall Rating ★★★★★



Tilt your device to move



We don't reckon that the nurses wash their hands in this hospital...

Enemies will jump out of what look like exits, so be ready to beat a hasty retreat.

Price: £1.19/\$1.99 Developer: Kydos Studios

Soul

Not such a sweet soul brother



There aren't many games that take the death of your character as their starting point, but then again there aren't many games like Soul.

Beginning as a disembodied soul hovering above your corpse in a dark, extremely unsanitary hospital, you're immediately assaulted by dark creatures that will attempt to devour you. Using the iPhone's accelerometer for tilt controls, you must navigate your way to safety past traps and some fairly effective jump scares.

It's a great concept supported by some wonderfully macabre art, but its price makes it difficult to recommend. There are only a handful of levels to complete and there are some persistent bugs, like one that can make it impossible to move down and therefore unplayable.

Soul succeeds as an art project, then, but as a game it leaves a lot to be desired.

Ratings

Longevity



Fun factor



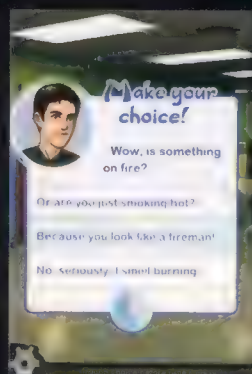
Controls



Value



Overall Rating ★★★★★



■ Genuine trivia questions in classes should delay your mind's descent into teenage mush.

■ So throwing a ball is all about doing word searches? That's where we've been going wrong!



Touch icons that maximize yardage

Price: 10.99/5.99 Developer: Electronic Arts

Surviving High School

'Surviving' may be a bit dramatic...



If we claimed to have never heard of Surviving High School before now, would you believe us? Although pretending to go through high school is apparently quite popular among those who are actually going through high school, those of us more concerned with losing their hair than losing the big game on Friday remain oblivious.

From our perspective, it's no Saved By The Bell. These whiny teens' problems quickly grate in the extended dialogue scenes between actually doing anything, and despite a handful of genuinely funny moments – usually from the ridiculous dialogue choices that will negatively affect your popularity – it will mostly get annoying. Finding the jocks' treatment of the goth girl unacceptable? Wait until you have to pay a mortgage.

Things like the football sequences are actually quite fun, but they're hidden in a pile of angst that's going to irritate anyone for whom acne is a thing of the past.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

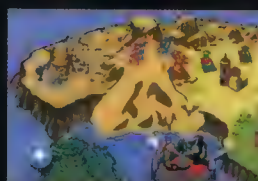
Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ Good luck with that. Finding something human-sized in that madness is difficult enough.



■ Wally's companions from the later books also make appearances.

Price: 10.99/5.99 Developer: Ludia

Where's Wally? The Fantastic Journey

He's on the iPhone, obviously...



A Where's Wally? game is an idea that's easy to balk at, but the more you play it the more it makes sense. The iPhone's screen has more than enough definition to show all the tiny details, and the interface is certainly capable of scrolling around large images, as anyone who's used the built-in Maps and Photos apps will tell you. Throw in a bit of animation to differentiate it from the books and muddy things up as you search, and you have a perfect combination.

Any complaints are more a fault of the subject matter as they are the game, because as an adaptation it's pretty much flawless. We can imagine that extended play sessions might play havoc with your eyes, and once you've been through it once there's little reason to go back beyond beating it with faster times, but while it lasts The Fantastic Journey is a superb adventure for all ages.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

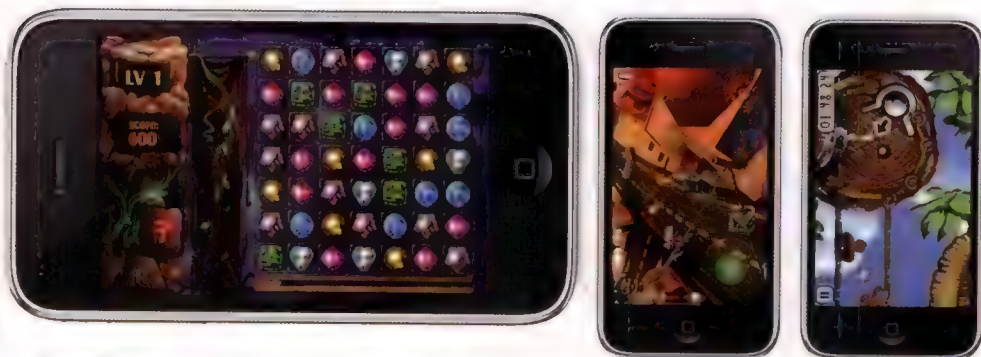


Arcade

If developers had told us a year ago that we'd be playing astonishing ports of arcade hits such as Capcom's *Street Fighter IV* or Cave's *Espgaluda II* on the iPhone, we'd have simply laughed in their faces. A year on, however, and the joke is on us, as clever programming and the sheer power of Apple's device has ensured that the system is now overloaded with an amazing amount of fantastic arcade ports.

With big name publishers like Taito, Sega and Namco getting involved, the quality of titles on offer



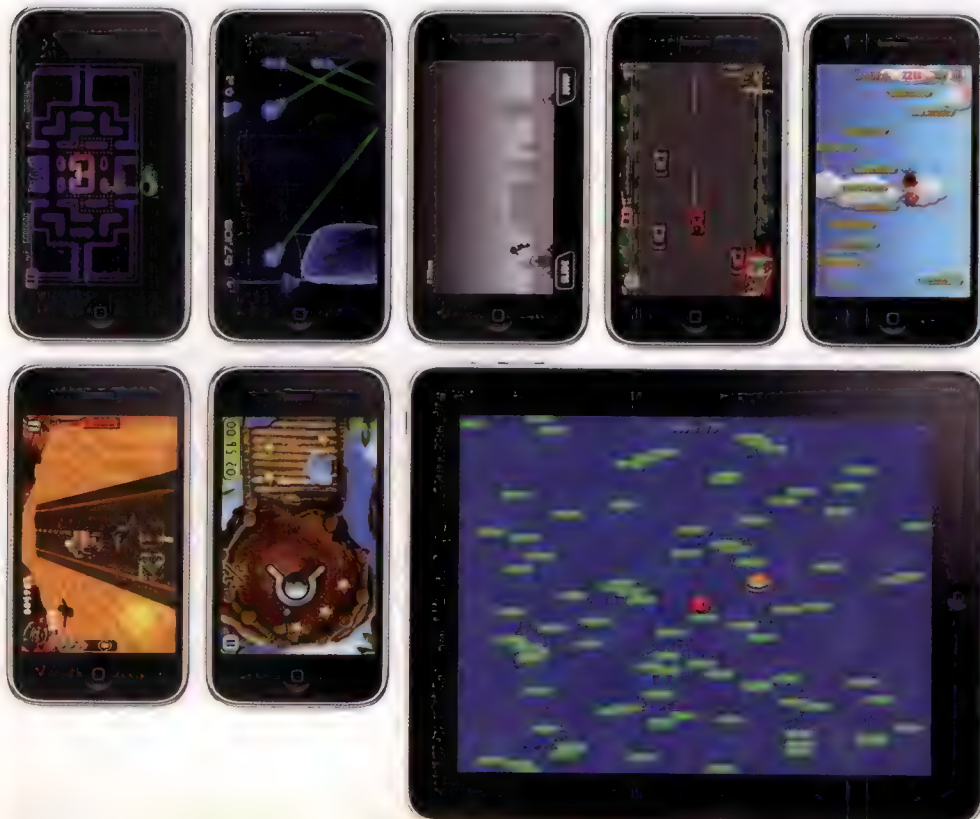


With
iPad
reviews

is getting better and better. And while some still struggle to make the best use of the iPhone's touch screen, the vast majority of them are of an incredibly high standard.

The following section not only includes some of the best arcade conversions that are currently on the iPhone, but also looks at those titles that feature fast-paced gameplay, require precise controls and great dexterity; basically everything you'd expect from a classic arcade game.

If you're a fan of twin-sticks shooters, enjoy flexing your fingers, as well as your brain, or just love old-school classics like *Pac-Man* and *Space Invaders*, you'll find the following pages essential reading – there are some real gems tucked away here.



Arcade

Fast and furious action in the palm of your hand

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Homer leaves the family at home
- 45 Street Fighter IV**
The best fighter on the iPhone

Price: **Free** Developer: **Imangi Studios, LLC**

Harbor Master HD

An essential download for any new iPad owner



This is one game where multitasking and quick reflexes pay off. As a harbour master, your task is to guide incoming boats and ships into dock. There are two types of boats, those with purple cargo and those with yellow cargo, with the corresponding coloured docks scattered around the bay. It gets trickier though, boats quickly de-cargo and need to be guided back out to sea. Other boats are continuously coming in, so the game quickly becomes a task of guiding multiple boats around each other and into dock. If any boats collide, then it's a watery game over for you.

To guide a boat, simply press on it and draw the path you wish



■ The game starts off simple enough...



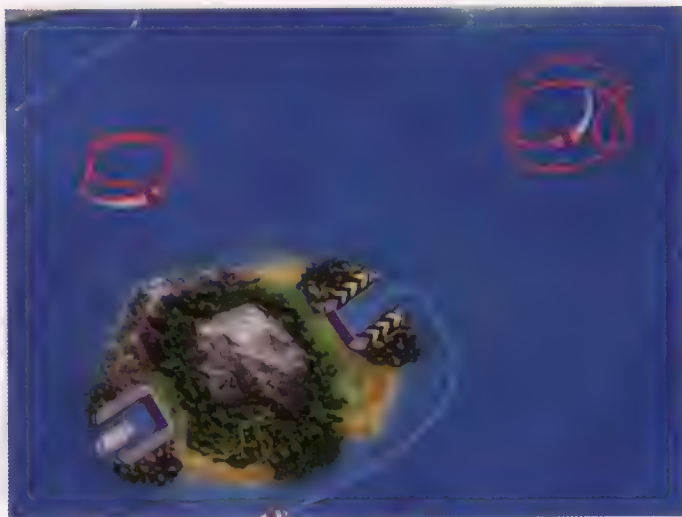
■ But soon dozens of boats are crowding the bay...

it to take. Guide a boat to the correct dock and it will briefly glow; choose the wrong dock and the boat will crash into it before returning in the opposite direction. Like all classic games, *Harbor Master HD* takes seconds to learn and is entirely intuitive. As a result, anyone can pick up and play.

Because of the game's Multi-Touch support, two players can play at the same time. There's no dedicated multiplayer mode, however, all it takes is two players to tap and draw paths for the boats – something that's incredibly easy with the large 9.7-inch display on the iPad. Of course, this also means you can play the game with both hands, if you happen to find multi-tasking easy.

Furthermore, if you share your iPad with other friends or family members then it's possible to set up multiple user accounts in the game's options screen. It's a good idea to do so, as high scores can be individually uploaded to the game's website for comparison with other players.

This is an essential download for any new iPad owner, and a great way to show off the abilities of a large Multi-Touch display. The graphics are bold and attractive, with a cartoon-like appearance, and the sound effects are subtle and charming. Best of all, *Harbor Master HD* is totally free. We can't think of a single reason why you shouldn't download this from the App Store.



■ How long can you stay in control?

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer: Jirbo, Inc.

Marble Mash HD

Guide a floating marble through outer space



■ Avoid the galaxies, otherwise it's game over.



Marble Mash HD tasks you with guiding a glass marble through outer space, with the goal of reaching the sun before the time limit runs out. Giant walls create paths to navigate, and along the way you need to avoid floating galaxies that suck the marble in. The game uses the accelerometer to guide the marble, and it's a control method that works well. However, the graphics lack polish, and the sound effect of the marble bouncing on glass becomes repetitive.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: Jirbo, Inc.

Break HD

A classic wall-breaker that presents no surprises



Break HD includes three control methods; the first offers arrows on the left and right side of the

screen, the second uses the accelerometer – both are sluggish and bordering on unplayable. The third method enables you to use your finger to control the paddle, which by far is the most intuitive and accurate solution. There are two versions of *Break HD*, with one arriving free of charge but heavily ad-based. It's a small price to pay for a classic game in HD.



■ The backgrounds soon become vivid and colourful.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Jonathan Mulcahy

Obliteration HD

It's time to drop da bomb



Pure destruction is always fun, so *Obliteration* has quickly won us over due to its simplistic idea, gorgeous visuals and clever gameplay. A plane flies overhead a crayon-drawn city, and you simply tap the screen to drop a bomb. You can either let the bomb explode once it hits the ground, or tap the screen again to trigger it. Demolish all the onscreen buildings below the red danger line and you can move onto the next stage. Short-lived; but amazing fun.

■ Demolish everything onscreen and you can move onto the next level.



Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

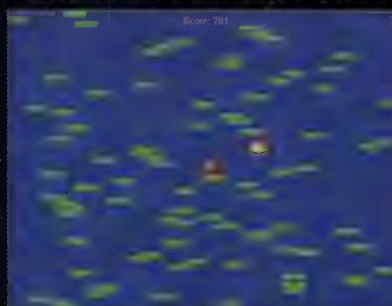
Price: Free Developer: Yohel Iwasaki

PapiJump iPad

A web-game Flash port – is this work a look?



The aim of *PapiJump* is to guide a smiley face up an endless screen of platforms, collecting hamburgers as you progress to gain extra points. It's fun for a while, and slightly addictive. But this is clearly a quick and dirty port. Take submitting a high score, for example; if you agree, the game closes and Safari opens, where you can submit your score in a window jam-packed with adverts. Still, the game controls well using the iPhone's accelerometer.



■ The sparse graphics reflect the game's Flash-based origins.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Triniti Interactive Limited

All-In-One Gamebox

The gaming app that you should never be without



We've played plenty of iPhone games that offer fantastic value for money, but nothing comes close to this amazing effort by Triniti Interactive. For just 59 pennies you have access to 32 full games, many of which were standalone releases in their own right.

Many popular genres are replicated, ranging from arcade-style shoot-'em-ups to hit games like *Lemmings* and *Papi-Jump* and, while some of the titles are very similar to each other, it's difficult to moan about the paltry price point.

Presentation in itself is excellent with all 32 games easily accessible from the main menu, Open Feint support the ability to include your own songs, twitter support and much, much more,



■ *Chicks* is a bright and cheerful take on *Lemmings*, which sees you using a variety of different skills to guide your chicks to safety.



■ *Ancient War* is one of the best games in this compendium. We'd have been perfectly happy with just this, but 31 other games, all for under a pound? Bargain.

and while some of the games themselves look a little basic there's a huge amount of variety when you actually realise what's on offer.

3-2-1-Jump is effectively *Papi-Jump*, but with cuter visuals, *Chicks* is a humorous take on *Lemmings*, *iSniper 3D* is an *Operation Wolf* clone, *Blighted Earth* is a solid tower defence game, *Star Marine* is a reasonable twin-stick shooter, *2009 Road Master* is a simple vertical screen racer, and so it goes on; the sheer amount of variety on offer is genuinely staggering and, while you'll certainly find some duffers in this compendium, the good vastly outweighs the bad. Not bad going for such a paltry asking price.

Granted quite a few of the games are completely throwaway, being nothing more than simple mini-games, but Triniti knows this. Think of this as one of those old computer compilations you would get back in the days of the Spectrum and Commodore 64. Not every single title on its own is a piece of art, but when you combine them all together with a few genuine gems like *Ancient War*, *iUFO Catcher* and *Jailbreaker*, it suddenly becomes very difficult to ignore.

Here's hoping that some of the bigger iPhone publishers take note, as we'd certainly like to see similar compilations in the future, particularly if they end up offering as much value for money as this one does. A great selection of games that every iPhone owner should download.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ No compendium would be complete without a match-three clone, so here's *All in One Game Box's* own version.



■ Be sure to block your opponent's strikes otherwise you'll take a lot of damage.

■ The more damage you deal, out the more distressed your opponent will look.

Price: £1.19/\$1.99 Developer: Appy Entertainment

Face Fighter

Take a picture of a friend then beat them up



Sometimes the simplest concepts are the best. Take *Face Fighter*, for example. At its heart, it's a simple one-on-one fighter; an opponent faces you and you press a variety of onscreen buttons to punch, kick and generally maim your opponent. The novel approach here, however, is that you can take a photo of a friend, loved one or even a picture of somebody famous, turn them into a fighter and then beat the living hell out of them.

It's a fantastic idea which also turns out to be a hell of a lot of fun thanks to the easy to use controls, a multiplayer mode and a set of ready-made opponents to fight. As opponents get damaged they sport all sorts of hilarious bruises, ranging from cauliflower ears to goofy teeth. *Face Fighter* is a hilariously funny brawler that's only really let down by the fact that there's not much depth to it. It's a great laugh while it lasts though.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★★	★★★	★★★★

Overall Rating ★★★★★



■ Certain levels require you to lead hostages to safety, which is easier said than done.



■ Completing levels will reward you with precious experience points to level-up your character.

Price: £1.19/\$1.19 Developer: Meridian

Alive 4-Ever Returns

If Left 4 Dead went portable



The original *Alive 4-Ever* was a great twin-stick shooter that really lit up the iPhone. Now the sequel is here, and it's not only a huge improvement over the original but also puts every other twin-stick shooter on the system to shame.

Meridian's sequel succeeds because it gives you so much for your money. There are 40 challenging stages to fight your way through, the ability to link up with three other players, a huge selection of weapons and much, much more. Cutting down hordes of zombies rewards you with experience points, which in turn unlocks additional levels and a range of excellent power-ups.

Longevity is also assured thanks to a wide range of challenges, Survival and Horde battles, and huge bosses to defeat. Add in some truly spectacular visuals and some bone-chilling sound effects, and *Alive 4-Ever Returns* becomes an essential blaster and fantastic value for money. Now go away and slay some zombies.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £0.99/\$0.99 Developer: Chillingo

Guerrilla Bob

Don't shoot until you see the whites of their eyes. Hell, shoot them anyway



The twin-stick shooter is fast becoming one of the iPhone's most overcrowded genres. With that in mind if you're releasing a new game then you need to make sure that yours stands apart from the crowd.

Developer Angry Mob Games has used humour to separate its shooter from similar games, and it's a choice that works brilliantly. From its amusing intro that introduces protagonist Bob to its hilarious animation and charming characters, *Guerrilla Bob* oozes a hell of a lot of style, even if it ends up ultimately being rather short on substance.

As with many of the latest iPhone games, *Guerrilla Bob* looks fantastic, with brilliantly detailed sprites, wonderfully varied

locations and excellent animation that almost feels like you're playing a cartoon (albeit the most bloodiest around).

Indeed the action comes thick and fast in *Guerrilla Bob*, and you're constantly assaulted by a wide range of foes from machine gun-toting grunts to bombers that immediately run towards you whenever they spot you. Tents house a never-ending supply of bad guys and effectively act as generators, spewing out opponents until you shut them down.

Fortunately, Bob is armed with an impressive variety of different weapons with which to dispatch his foes, with additional items scattered around the large playing areas. Get to the end of the stage and you'll face off against a titular boss, all of which soak up a huge amount of bullets before they eventually die.

From a control point of view, *Guerrilla Bob* handles admirably well. You'll sometimes have an issue when your player disappears under your thumb, but it rarely crops up and the virtual controls are otherwise quick and responsive to the touch.

There are only seven levels, but they do take a fair amount of while to play through. Unfortunately, there's a distinct lack of variety in the stages and while the action is often fast and furious it can feel like a slog to get through. Longevity is added thanks to a Mercenary mode, which offers the ability to buy new weapons – defeated enemies drop money – and a fun Survival Mode.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★



■ If we have one issue with *Guerrilla Bob* it's that there's very little actual depth to it, with the seven levels being very easy to complete.



■ Survival pits you against hordes of enemies. Your job is to simply take them down as quickly as possible.



■ Some of the bosses can be a nightmare to kill, often taking loads of damage before they finally keel over.

Price: £1.19/\$1.99 Developer: Debadle Software

Little Metal Ball

Keep rolling, rolling, rolling



If iPhone games suffer from one issue, it is repetition. Someone comes up with an idea, it proves extremely popular and then every bugger copies it. Fortunately, for Debadle Software, while its new game is little more than a variation on *Labyrinth*, there's enough differences to make it stand apart.

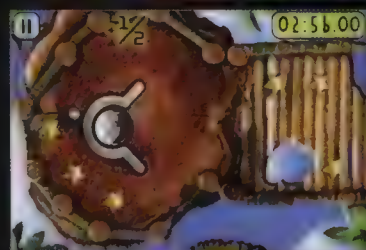
The goal of *Little Metal Ball* is simple: guide your metallic orb to the exit as quickly as possible. It's a well-trodden path, but works because there is plenty of clever level design on offer. Tapping the screen enables you to jump; accelerometer controls are excellent, rarely letting you down, while the wistful music perfectly suits the onscreen action.

The lack of online leaderboards or any sort of integration like Facebook or Open Feint let it down somewhat, but with over 40 levels to get through, you're certainly going to get your money's worth. Great fun to play, if a little short-lived.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



■ Hold down your finger for too long and the ball will smash the screen.

■ With no Facebook integration, there's little reason to continually best your scores.

Price: £1.19/\$1.99 Developer: Sputnik Games

Fish Food Frenzy

There's always a bigger fish.
Unless, of course, you're a whale



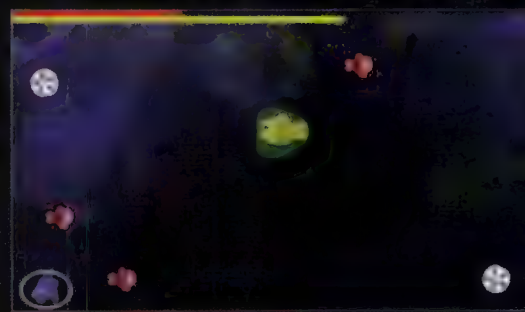
It's not easy being a little fish. Take Sammy for example; this tiny little blighter has to swim around and eat as many fish as possible, while avoiding the larger denizens that share his watery home. Once Sammy has eaten a set amount of fish he'll grow in size, greatly increasing the fish food chain, but also bringing him to the attention of even bigger predators.

Games like *Fish Food Frenzy* live and die by their controls, and while the accelerometer controls on offer here aren't as precise as we'd like, they're nevertheless acceptable, rarely causing you to get eaten. Visually it's all rather simplistic, but Open Feint integration and a large variety of different fish to feed on and avoid – as well as plenty of differing power-ups – ensure that *Fish Food Frenzy* is certainly worthy of both your time and money. Good, simple arcade fun that requires a good eye and fast reflexes to succeed.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



■ The red bar indicates Sammy's growth. Fill it up to grow in size.



■ Watch out for jellyfish as they'll temporarily stun you.

Price: £1.79/\$2.99 Developer: Namco

Pac-Man Championship Edition

Namco's biggest mascot receives a brand new makeover



For all its importance to videogame culture, the original *Pac-Man* is an extremely boring game. Already available on the iPhone, along with its superior sequel *Ms Pac-Man*, Namco has also released its hit Xbox Live Arcade game – and it's the best version of the game ever made.

The beauty here is that *Pac-Man Championship Edition* is all about the chasing of high scores, and it does this brilliantly thanks to the Facebook integration that allows for weekly online tournaments between your friends.

The core concept of *Pac-Man Championship Edition* still has you munching dots and power-pills, but the focus is now on time attacks. Each maze is split in half and effectively mirrors itself. Once

you've cleared the initial dots on one side of the maze, a fruit icon will appear on the other side. Eat this fruit and it will generate a new dot layout on the opposite half of the maze. This carries on until you run out of lives or time (games are typically between three and five minutes in length). The real beauty of *Championship Edition*, however, is that it's possible to keep ghosts flashing by strategically munching extra power-pills at specific times, allowing you to continually improve your combo.

The above adds an amazing amount of depth to the original *Pac-Man* play mechanic, and is further improved with a variety of additional gameplay modes (although Challenge mode costs an additional £2.25 to unlock). Championship mode is the main meat-and-potatoes of the game, Mission mode gives you a set amount of time to do everything from clearing all the on-screen dots to eating a set number of ghosts, while Challenge mode ups up the difficulty factor and gives you even harder tasks to complete.

Add in the recent integration of Facebook, allowing you to complete in weekly tournaments with friends (providing they have the game, of course), and *Pac-Man Championship Edition* becomes an essential addition to your iPhone library. The control methods are obviously not as good as those found on the original Live Arcade game, and having to pay for extra content is cheeky, but this is still tremendous stuff.

Ratings

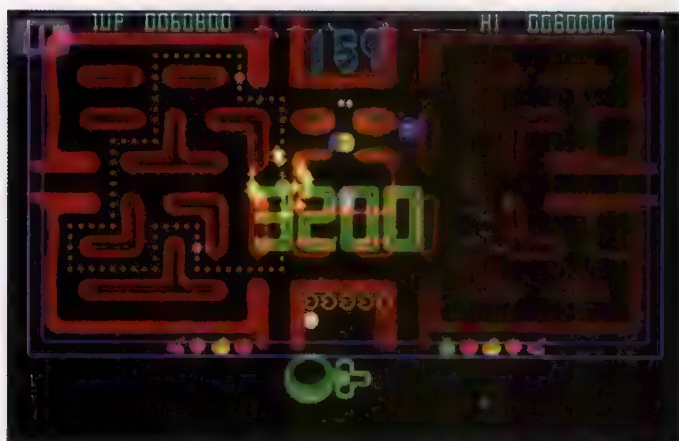
Longevity
★★★★★

Fun factor
★★★★★

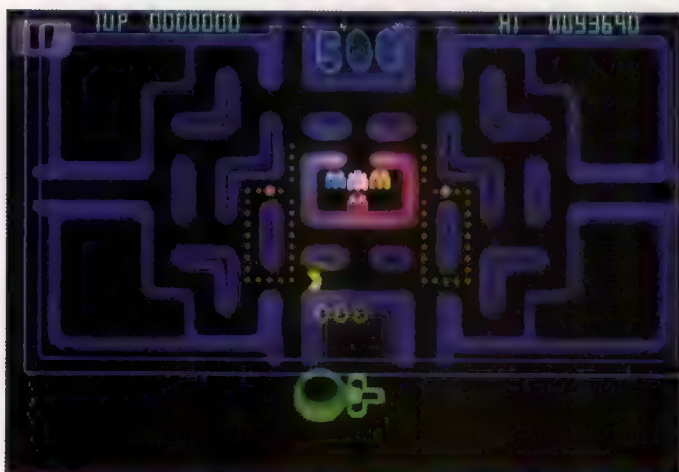
Controls
★★★

Value
★★★

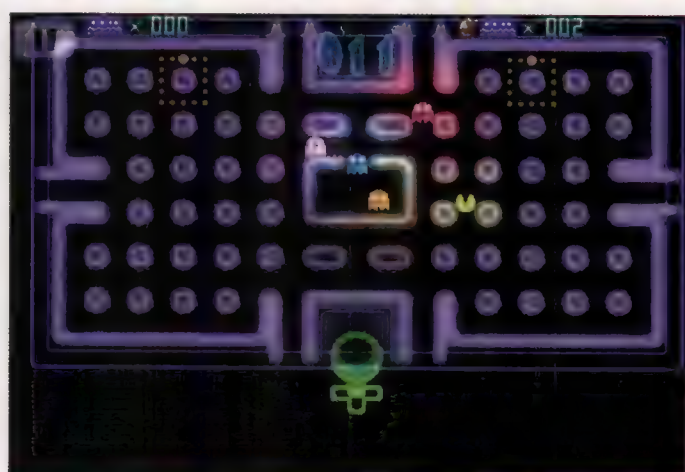
Overall Rating ★★★★★



Continually munching ghosts will raise your score multiplier. You can compete on Facebook for the highest scores.



The mazes are extremely well designed, and the way they constantly evolve ensures that there's plenty of replay value.



Pac-Man Championship Edition offers you four different types of control. Our favourite is easily the swipe method.

I Dig It Expeditions

Price: £1.79/\$2.99 Developer: InMotion Software

The digging for buried treasure on your iPhone continues

Later stages allow you to dig underwater. You need to keep an eye on your oxygen, so watch your gauge at all times.



Unlike the original game there's a lot more gameplay to Expeditions. Expect a good seven hours' play time.



The original *I Dig It* was a great take on Namco's popular arcade hit *Mr Driller*. Now the sequel is here, and it's an even more impressive effort thanks to developer InMotion Software adding plenty of new tweaks and gameplay mechanics.

The core gameplay of *I Dig It* is unchanged. You drill into the ground in search of items that you can sell to continually improve your digging machine. This new game has more of an adventure theme, however, and is further improved thanks to a variety of quests you can partake in. Initially your expeditions will just take you underground, but eventually you'll be dealing with water and even harsher environments. Digging into the ground is a far better balancing act than before, and you'll need to consider fuel, oxygen, hull integrity and more, as you attempt to mine as many goodies as possible. A strong sequel and a great game in its own right.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Spirit

Price: £1.99/\$2.99 Developer: Marco Mazzoli

Flawed by its own lofty ambitions



With so many arcade games going down the twin-stick shooter route, *Spirit* is refreshingly different.

Multiple enemies fill the screen and you must loop around them using your titular spirit. Join the loop

together and you'll create a hole that will suck them away. You can't create a new hole over an existing one, so you need to make use of the entire screen in order to trap every enemy. Continually making holes will increase your loop multiplier, while Open Feint integration ensures that they'll always be high scores to beat.

Sadly, while your spirit itself controls extremely fluidly, it's far too easy to drag your finger off the screen when you're making more extravagant gestures. It's a real shame that this happens, as there's plenty to enjoy about Marco Mazzoli's beautiful-looking game. Granted, you can make smaller swipes, but then you're losing out on potentially higher scores. Fun but flawed.

Ratings

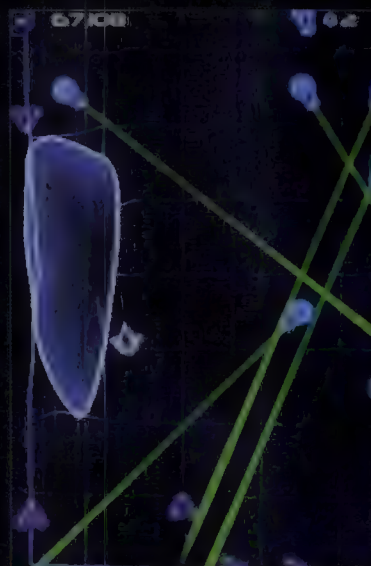
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

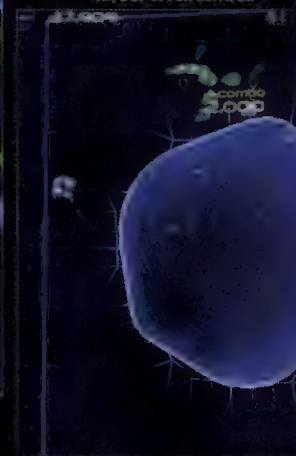
Value
★★★★★

Overall Rating ★★★★★



Spirit looks a bit like a soft, netherworld version of *Geometry Wars*, but it isn't quite as balanced as the comparison suggests.

The control issues force you to sacrifice points in favour of full control.





■ Buildings periodically crumble so clear them before you go down with them.

■ You can't hear it here, but *Canabalt's* soundtrack is amazing.

Price: £1.79/\$1.99 Developer: Semi Secret Software

Canabalt

It's time to start running



When you load up this superb reflex tester it offers the following advice: "For maximum awesome, headphones recommended". It is advice you should definitely take. *Canabalt* sounds simply incredible, delivering a hypnotic, thrumming tune that perfectly captures the frenetic action that takes place on screen.

Put in control of a constantly running man, you're required to simply move as far as possible without meeting a sticky end. A simple touch of the screen will cause your runner to do a small jump, while a longer press will result in him getting more air. Obstacles are constantly thrown in your way, and you'll need incredibly fast reflexes in order to clear falling missiles, discarded boxes and even tumbling buildings. It's all topped off by some insanely stylistic visuals. Like the best iPhone games, it's ridiculously simple to pick up and play, yet virtually impossible to put down. An essential download that should be on every iPhone.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ One of the worst minigames due to the unresponsive and fiddly controls.



■ There are some great accelerometer titles around. This isn't one of them.

Price: Free Developer: Sony Pictures

The Karate Kid

Here's hoping the film is much, much better than this



Oh dear, this is a disappointment. To tie in with its new film starring Jackie Chan and Jaden Smith, Sony has released a compilation of mini-games that admittedly do a great job of capturing the spirit of the *Karate Kid* films.

The five tasks range from catching flies with chopsticks to breaking planks of wood and catching cobras. It's all put together nicely enough, with decent presentation, a little plug for the film (although thankfully no trailer), achievements and the ability to listen to your own music.

Sadly, when you start playing you're treated to some poorly thought-out games that are let down due to highly fiddly controls and poor accelerometer implementation. Catching flies is needlessly tricky due to the awkwardness of holding the virtual chopsticks, while any balancing tasks are a nightmare to pull off. Yes it's free, but so are plenty of far better games.

Ratings

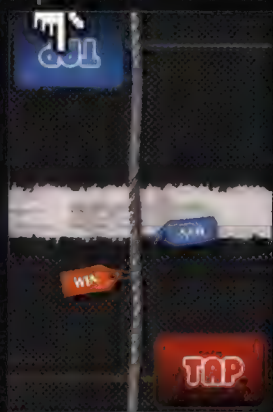
Longevity	Fun factor	Controls	Value
★★★☆☆	★★★☆☆	★★★☆☆	★★★☆☆

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: spokko

Tap of War Pro

All the fun of tug-of-war with no rope burns. And no rope. And no friends



Tap the screen as fast as you can. Yup, that's all there is to it. Try not to break anything.



Enjoy tug-of-war but hate carrying around large humps of rope? Then spokko has the answer for you. While the concept is exactly the same, you instead tap the screen in order to display your superiority. It's pretty hectic stuff, and features a fun two-player mode, but do you really want to hammer the hell out of your screen? Online leaderboards offer longevity and it's cheap enough, but this is still pretty pointless – unless of course you adore tug-of-war games.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

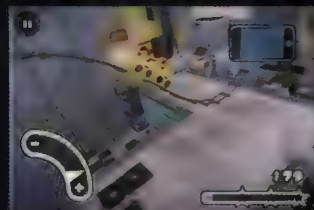
Price: £1.79/\$1.99 Developer: Digital Chocolate

3D Rollercoaster Rush New York

So many coasters, so little time



Digital Chocolate's rollercoaster series has become a huge success on the iPhone. Using simple tilt controls you guide your rollercoaster along the crazy tracks and hope you get to the end in one piece. Easy to play, 3D Rollercoaster Rush works because so much is crammed into it, with 40 levels, bluetooth multiplayer, a lengthy career mode and much more. Playable with one hand, the 3D Rollercoaster Rush series is the perfect example of bite-sized gaming on the go.



Be sure to watch those steep inclines or you'll come a cropper.



It's all fun and games until a whole bunch of people get hurt

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Price: Free Developer: ITIW

Glow Doodle Fall

Another one? Really? Well, okay, but this is getting a bit silly now...



There's a lovely styling to Glow Doodle Fall – pity that it's sooooo boring to play.



Look it's yet another variation on the 'fall through the gaps in the floor by tilting your phone' games that are becoming so popular. This one scores points for its beautiful aesthetic design and Open Feint integration, but it's let down by being so incredibly easy to play it soon gets utterly boring. Yes, it gets challenging, but not for many, long minutes. It's certainly pretty, but that beauty is only skin deep, and Glow Doodle Fall gets tiring pretty quickly.

Ratings

Longevity	Fun factor	Controls	Value
★★★	★★	★★★★	★★★

Overall Rating ★★★★★

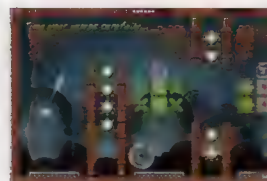
Price: £1.19/\$1.99 Developer: Donut Games

Spikey's Bounce Around

Our angry, blue, spiky mamma always said to look before you leap



Spikey's Bounce Around is a clever mix of some of the iPhone's best games. Sharing elements with the likes of Peggle, Bloons and Bumper Stars, you have a set amount of moves to guide Spikey around the screen so you can free imprisoned butterflies. It all starts off easily enough and the controls are fantastically responsive, but the deviously designed puzzles ensure that it will take an age to clear all 50 stages. A fun and charming game that's been exceedingly well executed. Highly recommended.



Jagged butterflies have to fall quite far to break open, so plan your moves very carefully.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

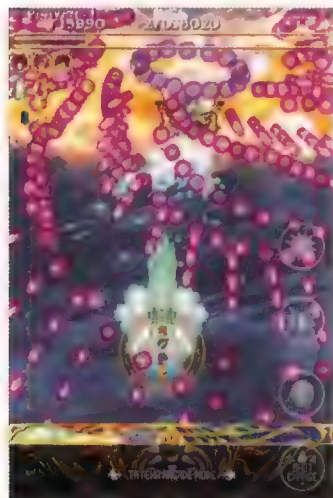
Price: £5.99/\$8.99 Developer: Cave

Espgaluda II

Cave takes the iPhone and the shoot-'em-up to a whole new level



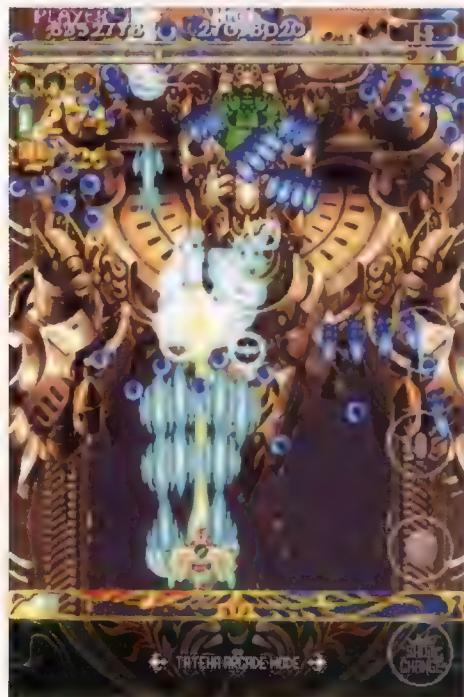
We truly admire Cave. Unlike other publishers and developers, it's content to turn its back on mainstream audiences, and caters almost exclusively for the most niche of genres, the shoot-'em-up. The upside to this is that it has mastered its chosen craft like no other developer, delivering frenetic, genuinely exhilarating blasts of joy that other shoot-'em-up developers (with the exception of



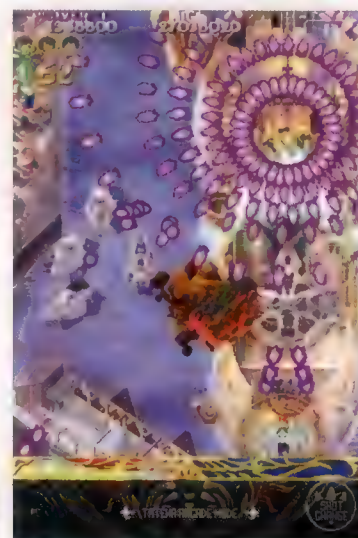
Treasure) very rarely master. The downside is that in so rabidly following its chosen profession, both the company and its games are insulated from the vast majority of Western gamers.

Now though, the rest of the world will finally get a taste of the Cave experience first-hand; it has lovingly ported *Espgaluda II*, and the result is a title that not only surpasses

■ It's insanely busy on-screen nearly all the time, but the controls offer a good chance of actually reaching the end.



■ In addition to Arcade mode, Cave has also included 'iPhone mode', where you can't move when in Awakening mode. You can, however, destroy bullets by tapping the screen, which offers potential for higher scores.



■ *Espgaluda II* comes with Open Feint and several game modes.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

■ Seriously, this is easily the best shooter available on the iPhone.



■ This could have been worth your time if it had a multiplayer mode.

■ Homer looks as tired here as the game feels to play.

Price: £2.99/\$4.99 Developer: Electronic Arts

The Simpsons Arcade

Family not invited



Those expecting a portable version of Konami's classic arcade game are going to be disappointed. While it certainly borrows elements from the hit arcade brawler and looks sensational, this is a world away from the fantastic scrolling beat-'em-up.

The biggest issue – although one that, we're sure, could be fixed at a later date – is that you can only play as Homer. Granted, you can pick up power-ups that enable you to team up with other Simpsons, but it's just not the same. Then, of course, there's the fact that all the humour has been sucked out of *The Simpsons* universe, giving this a sterile, soulless feel.

If *The Simpsons Arcade* fails to raise a smile, it does at least play pretty well, with responsive virtual controls that rarely let you down. The lack of multiplayer support and dull level design and simplistic moves mean EA's game gets tiring pretty quickly.

Ratings

Longevity	Fun factor	Controls	Value
★★★★☆	★★★★☆	★★★☆☆	★★★★☆

Overall Rating ★★★★★



■ *SFIV* certainly puts the throwaway *Metal Gear Solid* and *Assassin's Creed* iPhone games to shame.



■ It's obviously not as good as the real thing, but this is still impressive stuff.

Price: £5/\$7.99 Developer: Capcom

Street Fighter IV

This jaw-dropping conversion is definitely a grower



If you are happy to invest the time to relearn the game in its decent Dojo mode, you'll get quite a bit of enjoyment from this impressive conversion.

As you would expect, things have had to have been cut back to make the conversion possible. You only get eight fighters (Abel being the only newbie to make the cut), final boss Seth is replaced with M. Bison (for the better), and there are also fewer stages, moves and frames of animation. But the game still looks superb, and the loading times are nippy too, which is a big plus.

Admittedly, this conversion isn't without a few inevitable issues – such as the controls obscuring the action at times, and the lack of button and direction nub giving an imprecise feel to the battles (which we noticed did improved the more we played the game) – but it remains a must-own for any *SFIV* fan, and is definitely the best fighter currently on iPhone.

Ratings

Longevity	Fun factor	Controls	Value
★★★★☆	★★★★☆	★★★★☆	★★★★☆

Overall Rating ★★★★★

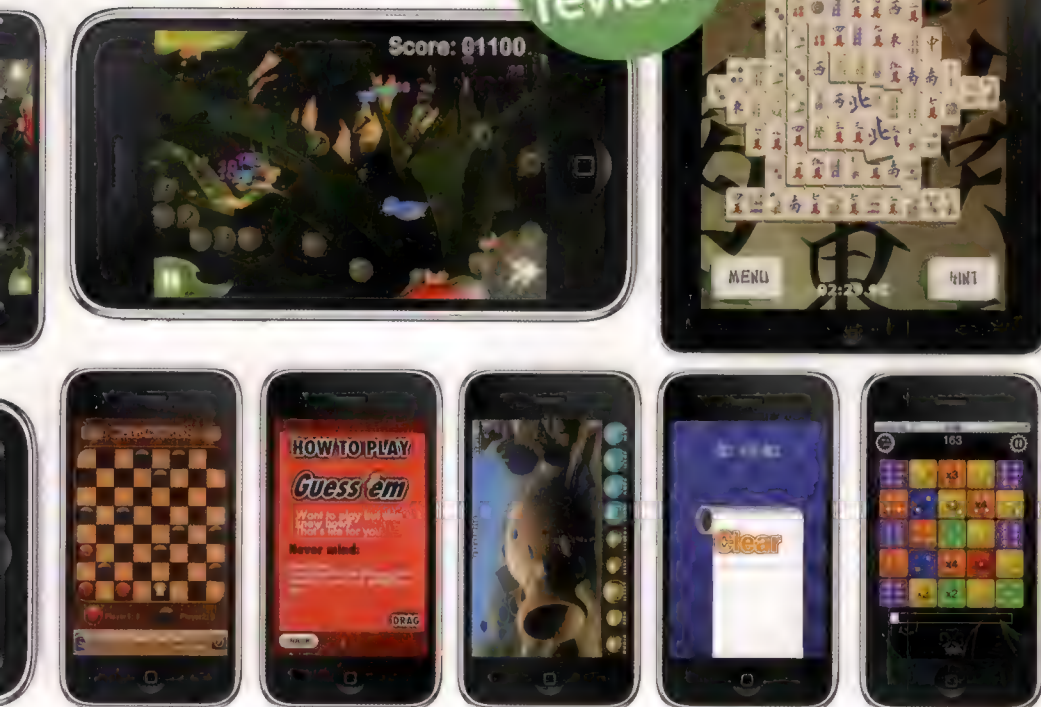


Board/ Family/Kids

While the iPhone is simply fantastic for adults, allowing us to do grown-up things such as write shopping lists and navigate our way to the nearest drinking hole, sometimes it's the wee little ones that deserve some high-tech down time. We can race about in virtual sports cars and participate in some rough-and-tumble fighting action from time to time, but the children need something a tad less high-octane and a bit more family-friendly. Luckily, for parents seeking to amuse their kids on long journeys



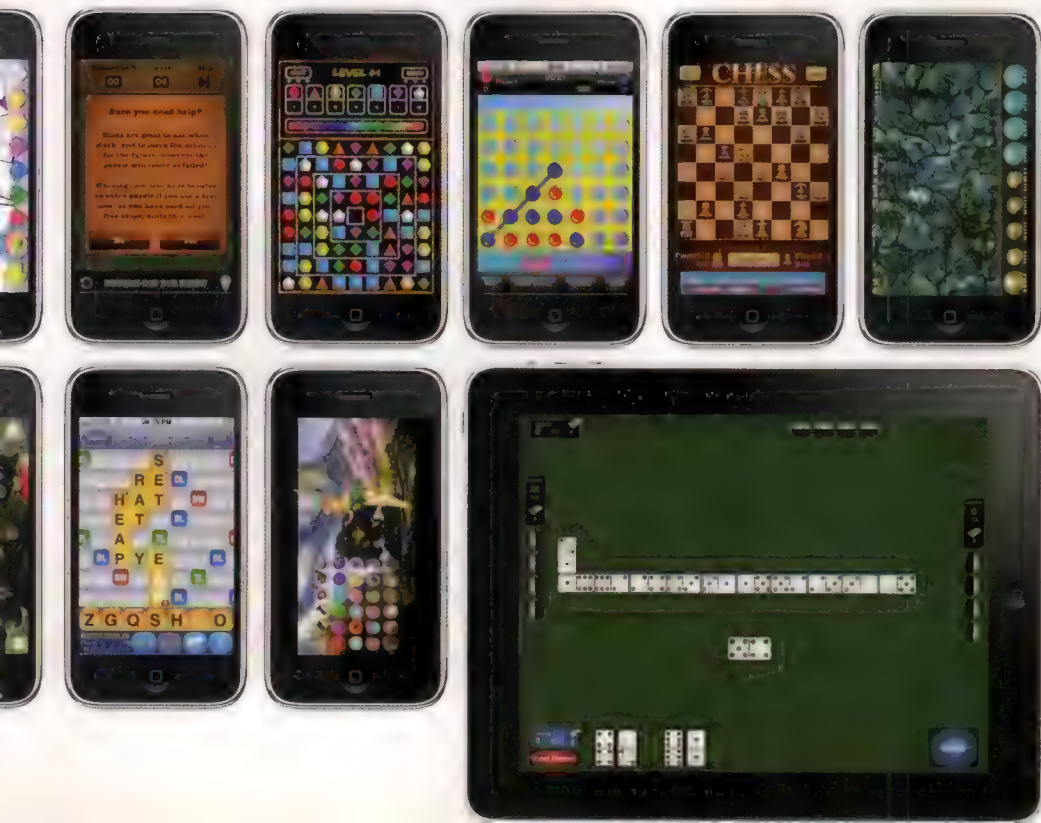
With
iPad
reviews



or while frantically trying to cook the dinner, do the ironing and balance your bank accounts, the iPhone is *the* perfect, accessible-at-all-times device to keep the little terrors quiet. Even if it's only for a little while.

With entries like *Disney Fairies Fly*, *AppleFun* and *Poke A Penguin*, we point you towards a wide variety of entries the iPhone has to offer your younger loved ones, with appeal to both genders and all ages. But why should the little urchins have all the fun? We also present you games all the family can enjoy, on

which, frankly, they won't get a look-in. So if having *Make Me A Princess* on your phone doesn't strike you as all that attractive a prospect (cue much pointing and laughing from your work-mates), get yourself some more universally appealing entries such as *TwisterGame* and *Tap Fish*. With games that utilise the device's functionality superbly, and some unique twists on age-old classics, Apple certainly has a lot to offer its adopters and their offspring. There is a lot of fun to be had here for all the family.



Board/Family/Kids

Apps that the entire family will be able to enjoy

- 48 Chess HD
Portable, but not exactly fun
- 49 Sudoku HD
The classic game hits the iPad
- 49 Jigsaw Puzzle HD
Not a lot of puzzling here
- 49 iMahjong HD
Eastern game meets Western tech
- 49 Domino Touch HD
The classic pub game on an iPad
- 50 Draughts Free
Great fun at a great price
- 50 Guess 'Em
Guess *Who* for a new generation
- 51 Fling!
Furry fun on your iPhone
- 51 Dora Saves The Crystal Kingdom
You won't want to save this game
- 52 Fish Farm
Strategy fun for all ages
- 53 Make Me A Princess
Dress up, but on a phone
- 53 AppleFun
An apple a day lets you play
- 53 Diced
Not your average dice game
- 53 Tap Fish
When fish meet fingers
- 54 Spongebob Tickler
Portable SpongeBob molestation
- 54 iDrag Paper
As dull as it sounds
- 55 Poke A Penguin
Cute and cheerful or nervy linking?
- 55 Twister Game
Give your fingers a work out
- 55 Monkey Flight
You'll believe a simian can fly
- 55 Charmed
Bejeweled with a twist
- 56 Disney Fairies Fly
Peter Pan would love this game
- 57 Chess Free
Who needs the board version?
- 57 Drop 4 In A Row
Connect 4 on your iPhone
- 57 Gator Gobble
A Hungry Hippos meal for two
- 57 Gyrotate
Get into a twist with this fun app

Price: £1.99

Developer:

Chess HD

A chess game with many features – but even more issues to sort out



Enjoy nothing more than a nice, relaxing game of chess? Then why not indulge yourself with a chess board on your iPad screen?

This is a functional representation of the game in 2D. We say ‘functional’, as there are some interesting spelling mistakes and bugs within the game. Black is labelled ‘blakc’ and the A.I. has a tendency to cheat. Clearly, the game doesn’t extend you the same courtesy, making the whole experience horribly one-sided, and taking any and all fun out of playing against the computer. As a result, you’ll want to play against a friend (or yourself) to truly enjoy this App.

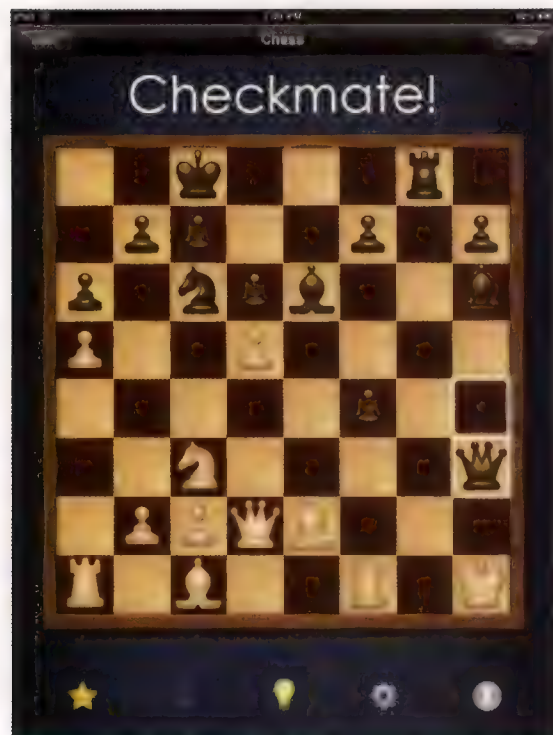
As with many other board/puzzle games in the App Store there are no instructions included – this is strictly an app for those already familiar with the rules of chess. Unusually, there’s no hold-and-drag feature, either – a shame considering the iPad’s Multi-Touch screen. Instead, to move a piece you simply tap on your selection, and then the space where you’d like to move it.

Although there are quirks that need ironing out, when it decides to behave itself, playing against the A.I. is still a fun and challenging

experience. There are five difficulty levels to choose from, the higher seeing your opponent use some clever tactics to win. Meanwhile, the two-player game sees the black pieces flipped upside down, which is ideal for anyone sitting across the table from you. As expected, players take turn to move their pieces. Additionally, f you close the app mid-session, it will resume from the same place when re-opened.

The graphics are bold and colourful, while the board is an attractive red and yellow colour, which pops out of the iPad screen. Unfortunately, it’s hard to see the black pieces on the red tiles, and the white pieces on the yellow tiles, unless the screen brightness is turned up – an obvious problem that should have been spotted (along with the spelling mistakes and numerous bugs, we might add).

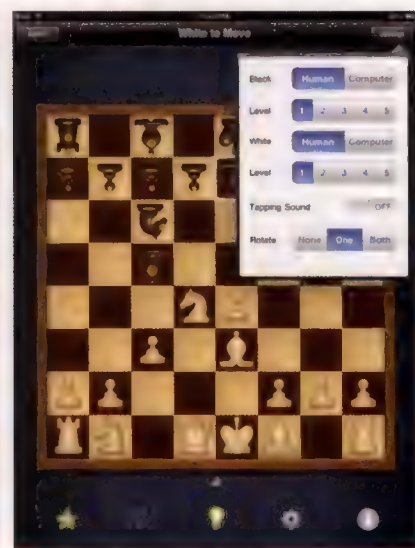
As you may have worked out from the review above, this is a chess game with issues. We reviewed version 1.0.0, so it might be worth checking for updates that were not available at the time of writing, especially since as there are only two chess games in the iPad App Store.



■ There’s absolutely no point in a chess computer that cheats when you play it. You might as well play your little brother.



■ The A.I. doesn’t take its time making a move.



■ The game is attractive, but is completely let down by some basic issues.

Ratings

Longevity

★★★★

Fun factor

★★★★☆

Controls

★☆☆☆☆

Value

★★★★☆

Overall Rating

★★★★★

48 iPhone Games Directory Volume 2



Price: £1.19/\$1.99 Developer: Ciron Games

Sudoku HD

A never-ending source of Sudoku puzzles



Sudoku is the perfect time filler. It takes careful planning and thought, and can easily eat up an afternoon. This version is well suited to the large 9.7-inch display, and it's easy to play – simply tap on an empty square and then the number you wish to enter. There are four difficulty levels, an auto-correction tool, timer and the ability to auto-fill boxes if you want to quickly end the game.



■ The graphics are functional but still attractive.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: Free Developer: Jirbo, Inc

iMahjong HD

It's Mahjong – totally free for your iPad!



■ Press the hint button if you can't see any matching tiles.



This is a great free version of the world's oldest tile-based game. To play, simply tap on two tiles with matching icons – the caveat being that one tile must have a side that is not adjacent to another tile. It sounds simple, but it's a tricky game with hundreds of tiles to choose. There are no other game modes here, but considering it's free, you won't hear any complaints from us.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: Free Developer: Indile

Jigsaw Puzzle HD

You'll never have a piece missing



Two images are included in *Jigsaw Puzzle HD*: one of a butterfly and another of a deer. You can choose from puzzles sizes of 16, 34, 64 and 100 pieces (the latter being an epic time-sink). By using your fingers you can drag pieces into place, to rotate them simply use two fingers. Pieces automatically join as you expect, but there's no way to lock or fix them to the board. In all, this is a polished and fun way to play jigsaw, and considering it's free, a worthy download.



■ More than two images would really make this an essential download.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

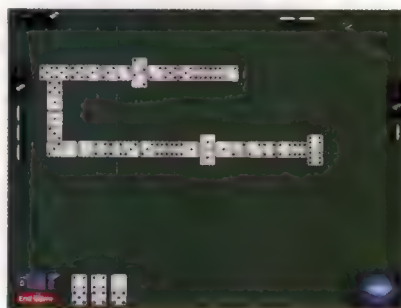
Price: £0.59/\$0.99 Developer: Jirbo, Inc

Domino Touch HD

Dominoes made incredibly easy by touch controls



This is the basic dominoes game, but on your iPad. The same rules apply, with a choice of up to four players (there's no multiplayer – you're playing against the AI). The game gives you the option to either drag the dominoes into place, or simply tap on any domino that



matches up to another on the board. This latter option takes any strategy out of the game, as you can simply tap on the dominoes at random until one flies into place.

■ It's just a shame that the game can be played by tapping dominoes at random.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: Free

Developer: Opti

Draughts

Free

King of the Checkers apps,

or just a load of hot air?



There are loads of Draughts apps available on the iPhone, so it's hard to work out which one to pick. But with this slick, easy to use game, you sure are onto a winner. And best of all, it's free.

Following American Checkers rules, you shift pieces around the board with a swipe of the finger, allowing you to play against A.I. while on the move, or utilise the two-player mode. It's a straightforward concept that uses the iPhone's interface with ease, and the graphics are clear and simple. What's more, this comes with score tracking, an undo function (that proves undeniably useful for newbies) and the ability to save if you get a call, or just fancy a break.

It has no bells or whistles, but if you want to dabble in the classic game, this is certainly a great app, and one that could well help to crown you the king of strategy.

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆


Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



Because it's free, you also have the presence of adverts.


We may be at ease with the interface, but we're still crap at Checkers.

Price: Free

Developer: GameWeaver

Guess 'Em

Ours has a massive handlebar moustache, wild purple hair and the body of a monkey



The simple things in life are often the best. And free things can often be pretty great too. In steps *Guess 'Em*, an iPhone app with few features, but one that's packed full of fun.

We're sure that many adults out there fondly remember childhood staple of the Eighties *Guess Who?*, having whiled away many-a rainy Sunday afternoon trying to guess whether their sibling's chosen character had a moustache or ginger hair. It's a classic that hasn't been changed in its translation to the iPhone – and that's no bad thing. Simply hunt down someone with an iPhone, coerce them into downloading the app, and begin. You are both presented with pictures of people, and it's your task to pick one, and guess who the other person has chosen.

With simple, easy to use controls – touch the icon of the person you want to eliminate and it spins around to reveal a blank slate – and plenty of packs available, this is a great version of a classic game.

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆


Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



How to play

Guess 'em

Want to play but don't know how? That's life for you.

Never mind:

Guess 'em is as simple as the village idiot's country cousin, and great fun to boot

DRAG

BACK

Don't forget to shout 'Guess 'Em!' when you've cracked it.

The instructions are actually quite amusing.

50 iPhone Games Directory Volume 2



Price: £0.59/\$0.99 Developer:

Fling!

Furball flinging fun



The iPhone is jam-packed full of apps with cute, brightly coloured features, so *Fling's* little furballs had to do one hell of a lot more to grab our attention than just appeal to our love of charming aesthetics.

Luckily for developer CandyCane, here we have an iPhone game that had us hooked from the start.

This straightforward puzzler sets you the task of flinging these furballs into one another, knocking them off the screen until you are left with only one. Sounds excruciatingly simple, until you factor in the rule that furballs can't leave the screen without hitting another first, and that ones touching can't fling each other.

It's a game that requires you to use logic, but the early stages are not overly difficult once you get the idea and children will certainly be able to handle them, with adults being suitably challenged by the higher ones. With freeplay, timed and challenge modes, as well as 19 levels, this certainly becomes an addictive pastime that may well have you flinging your phone down in delighted frustration.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

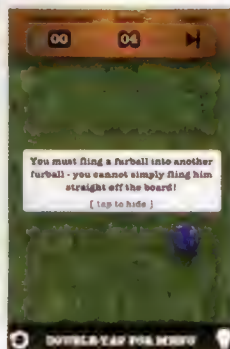
Value

★★★★★

Overall Rating ★★★★★



■ The first few levels really are simple. The difficulty level increases quickly, though.



Price: £1.79/\$2.99 Developer: Nickelodeon

Dora Saves The Crystal Kingdom

Dora explores the iPhone



That pesky Greedy King has stolen all the colour crystals from The Crystal Kingdom! Jeez. Now, powered by the iPhone, you must ride a magic shield as Dora and collect them again. It's

basically the special stage from *Sonic 2*, where the hedgehog runs through a half pipe collecting rings – except it's not quite as fun as that.

Dora is easy to play, as a simple tilt of the iPhone is all that's required to line her up with the crystals. It's not very challenging, with none of *Sonic 2's* bombs or goals to reach; you simply collect as many crystals as you can and, in all honesty, we doubt that this would keep even the youngest of children amused for long, even with a 'colouring book' included. Kids may be entertained by the brightly coloured rainbow world, and the smiley Dora's shouts of 'Yippee!' as she moves through the course, but this is sure to be short-lived.

Ratings

Longevity

★★★☆☆

Fun factor

★★★☆☆

Controls

★★★★★

Value

★★★☆☆

Overall Rating ★★★★★




■ This bright, shiny world isn't as exciting as it looks.



■ Select the colour and you can fill in blocks of the picture with a simple tap.

Fish Farm

You'll be a fish out of water if you don't spend the bucks



The Tamagotchi has a lot to answer for. Since its debut back in 1996, a plethora of game creatures have reared their furry heads, with the likes of *Nintendogs* being popular releases. Marine life, it seems, is now getting its own virtual look-in, with the iPhone proving fertile ground to watch computerised fish swim around an imaginary tank.

Out of the sims available on the iPhone, *Fish Farm* is by no means a poor contender. Offering you the chance to breed and raise your own fish, this comes with a variety of easy-to-use options after it has set you up with its basic tank. Simply tap on the + icon in the bottom-left of the screen to bring up the options



- Using the select option, click on a fish to bring up its stats.



■ Select feed and tap on the tank when your fish are hungry.

menu. Here you can choose from a variety of actions, such as feeding your fishy friends by tapping on the screen and watching the virtual flakes fall, and even knocking on the tank. You can bring up stats about your scaly creatures, which you can name yourself, and even change the background scenery, too.

Quite obviously, staring at two or three fish for hours on end will likely see you wishing to drown yourself in the tank out of sheer boredom. The fun here is in getting a tank packed full of interesting animals and breeding them, selling them, and then upgrading your tank. But these will all cost you money, Real-life, hard-earned money. It's great that this app is free to begin with, but if you want a truly great tank, it's going to cost you. While 1,000 in-game dollars will only set you back 59p, the dollars don't last long. Of course, raising fish well will make them sell for more, but you have to wait for a long time for the fish you can afford with the free in-game dollars to start reaping you in-game money. In short, you are going to want to purchase extra coins to make this even vaguely exciting.

Despite the cost shortfall, it's nonetheless a very simple experience, with a great deal to offer those who already love animal sims. For all others, it's frankly a bit of a bore, offering nothing particularly new or exciting. But hey, try it out for yourself – it's free (sort of) after all.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★	★★★★	★★★

Overall Rating ★★☆☆



■ Our tank has very few fish, as that's all we can afford.



Price: \$0.99/\$0.99 Developer: Captive Games

Make Me A Princess

Is it an app fit for a queen or just a court jester?



■ Chose from several options and create your own virtual doll.



While many dads out there will shudder at the thought of having this app on their phone, their little darlings will appreciate it. Fulfilling every girl's dream dress-up, *Make Me A Princess* enables you to take a beautiful girl and, well, dress her up. Simple. Slide your finger along the bottom and side to select the different options, from skin colour to dress and handbag. It's not overly complicated, or exciting, but will keep your own little princess smiling for a few minutes at least.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: \$0.99/\$0.99 Developer: Evan Wallis

Diced

An iPhone app that rolls a six



■ Drag many of the same dice onto one another for multiple scores.



High score seekers will be well sated here, with an app that is as addictive as it is easy to use. Simply swipe your finger across the screen to combine the dice in pairs and make up the numbers three, seven and eleven, or match identical dice up. Adding to the simple gameplay is a lucky charm that, once filled, can be released to change all the dice of one colour. It's a great little game that you can roll back to time and again in search of that higher score.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

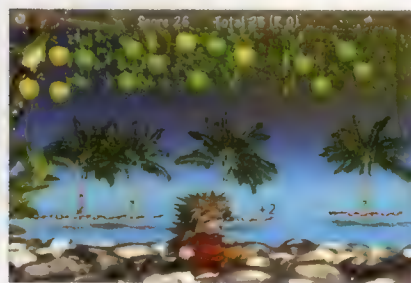
Price: Free Developer: Apple

AppleFun

How much fun can you have with a braeburn?



Seemingly, fruit can be quite entertaining. No, we don't mean to invoke images here of a banana cracking jokes, or a melon citing interesting facts about climate change in the Amazon. Rather, *AppleFun* makes you, as a hedgehog, collect falling fruit to reach a high score. That sounds rather dull, but throw in the



iPhone's tilt and touch functionality, and a variety of fruit, and you have a game that is much more fun than eating one of your five a day.

■ Tap or tilt the screen to make fruit fall.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: Free Developer: Apple

Tap Fish

Finding Nemo never took this long before...



For a free app, this aquarium sim isn't half bad. It's got plenty for you to do, such as breed, feed and even love your fish (yes that's right). It's easy to use, with taps on the screen allowing you to select the options as quickly as a slippery fish gliding through water. And with eight starter fish, there's plenty to keep you going until you



breed and get more coins. It all takes an age to achieve anything, but those willing to put in the time will be as happy as a clown fish.

■ We have a bunny fish in our tank, believe it or not.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: MTV Networks

SpongeBob Tickler

Oh barnacles, another short-lived iPhone game



■ SpongeBob gets impatient if you make him wait, and starts tapping his foot.



If you or your kids love SpongeBob SquarePants, you will likely love this. For two minutes. Before you realise you have better things to do.

This app presents you with SpongeBob in an underwater scene, and you can do pretty much whatever you like to him; touch his mouth to make him speak a limited number of phrases, touch his eyes to make him wink, and touch the background to create bubbles that he stares at. If you tilt the iPhone, he slides with Gary the snail to one side, and you can move the device up sharply to make him jump. You can even stretch him and make him dance. It's all very amusing, but despite its great use of the iPhone's features, it certainly won't keep you or your kids transfixed for more than a few minutes. If you *really* love the character, though, or have a very young child in mind, it's a fun and quirky few minutes of whimsical, watery entertainment.

Ratings

Longevity	Fun factor	Controls	Value
★★★☆☆	★★★★☆	★★★★☆	★★★☆☆

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Weiwei Bao

iDragPaper

It seems insubstantial, but comes with a solid core



So, how many of you ever had an uncontrollable urge to unravel a whole toilet roll in one go? Probably not as many as the developer of this quirky app seems to think, as it has given you the opportunity to do just that. There's a lot less mess this way.

The aim of the game is to to unroll an on-screen toilet roll as fast as you can. It certainly sounds dull, but it's surprising how quickly you get drawn into wanting to get the best time possible. You soon become transfixed with learning new ways to scroll the paper and improve your time – long swipes up and down the screen, fast, smaller pinches, or swiping with two fingers in a walking motion.

It doesn't have a massive amount of longevity, but with the addition of leaderboards, your competitive spirit will be sated in a game that is fun for all the family. And, what better game to play while sat on the toilet?



1	00'05.75"	Amy
2	00'07.08"	Simon
3	00'07.46"	Tom
4	00'08.59"	Aaron
5	00'08.89"	Darran

■ Beating that time is what it's all about.

■ It's much more addictive than you might expect.

Ratings

Longevity	Fun factor	Controls	Value
★★★☆☆	★★★★☆	★★★★☆	★★★☆☆

Overall Rating ★★★★★



Price: Free Developer: Workavoidance.net

Poke A Penguin

That's just a little bit cruel really, not too mention unbearably cold on your hands.



Before you know it, you'll be bombarded with the icy fellas.



Why would you want to poke a penguin? They are so cute and cuddly. Still, jabbing them in the face is your target here, as more and more of the critters jump on screen. It's simple: poke as many as you can as they appear faster and faster, and score more points as you do. This will only be addictive to high score seekers; for everyone else the novelty will wear off quickly. It's a well-made app, though, and it features penguins, and that's just fine in our book.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

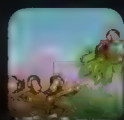
★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Donut Games

Monkey Flight

We've got jungle fever



Disney made an elephant fly, and now Donut Games is giving primates a go. Drag your finger across the screen to pull back the palm tree and launch your monkey through the sky, while collecting fruit but avoiding mud pools and rocks.

There are many different challenges for you to monkey around in, and the difficulty level increases throughout. A strong element of luck is involved here, but the need to beat your score combined



with the fun of watching your monkey soar upside down and bounce around the screen will keep you coming back for more.

It's tricky to get the right angle when you launch, in order to collect all the fruit.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: Free Developer:

TwisterGame

There's really no need to get your fingers in a twist



It's quite hard to work out what's going on when your fingers are in the way.



Fingers aren't nearly as flexible as other parts of the body. Fact. It's hard, then, to convert the body-bending hilarity of *Twister* into a game just for your digits, leaving *TwisterGame* a bit of a dud. It sounds simple: place two fingers on the board, then move a finger from the circle outlined in grey to the one in pink. It's a shame this just doesn't work; we struggled to make it last for more than a few minutes, with some moves being impossible for our stiff little fingers.

Ratings

Longevity

★☆☆☆

Fun factor

★☆☆☆

Controls

★☆☆☆

Value

★★☆☆

Overall Rating ★☆☆☆☆

Price: £1.79/\$2.99 Developer:

Charmed

Don't fret; it's got nothing to do with the dreadful TV show...



If you're stuck, simply tap the hint button at the top.



Charmed – you will be; this is a classic that's simple gameplay will have you hooked for a long time indeed. Simply move adjacent tiles to form three or more of the same charms in a row, bag yourself a high score, and come away with a smile as gleaming as the in-game diamonds. With 35 levels and a soundtrack by Eighties music icon Paul Hardcastle, as well as leaderboards and achievements, this is one app that is as charming as its title suggests.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: \$0.99 Developer: Disney

Disney Fairies Fly

But does this app soar?



Do you believe in fairies? If you just started clapping your hands together like some uncontrollable Peter Pan hyped up on energy drinks, then boy, do we have the app for you. If, however, you just shouted out 'Codswallop!' at the top of your voice, you just killed a fairy, and this is still an app very worthy of your consideration. iPhone games are just meant to be a bit of fun, after all, not a philosophical consideration of the existence of mythical creatures.

Disney Fairies Fly lets you pick a playable character from a variety of Tinkerbell's friends, and asks you to guide them through a magical realm. Simply tilt the iPhone to move the winged creatures up or down, helping them collect items and Pixie Dust to

score extra points. Watch out for birds, thistles and other hazards, though, as these will give poor Tink and Co. a bit of a bump, and ultimately slow you down on your score-grabbing rampage. We can't say these are the scariest villains seen in a game, as the cute little bluebird hovers ever so unmenacingly.

The most notable thing about this is the astounding graphics, with the game inheriting the usual Disney production values despite the small-scale nature of the project. The charm of the studio's characters also shines through, with the character designs and backgrounds being gorgeously realised. There is a very easy-to-follow 'How To Fly' section included to coach you through the controls, and then you can jump straight in with no problems or confusion. It's simple enough for young children to handle straight away, and this is obviously the target audience here, as adults may find this of little challenge. However, *Disney Fairies Fly* may just about hold enough charm to make you want to try it out nonetheless, and with a Lite version available, you can do just that.

It's admittedly one of the more expensive iPhone packages out there, but with easy-to-use controls and solid yet simple gameplay, this will be sure to send your children into a clapping frenzy – not to revive Tinkerbell for once, but to applaud the fairy fun that can be gleaned from this app.

Ratings

Longevity
★★★★☆

Fun factor
★★★★☆

Controls
★★★★☆

Value
★★

Overall Rating ★★★★★



■ Press the pause button (bottom left) to readjust the iPhone's position.



■ The instructions Tink gives are very thorough, and easy to understand.



■ Watch for the birdie!



Price: Developer:

Chess Free

There's no horsing around here



■ As with a lot of the iPhone's board games, you have the naughty option to undo.



There are so many Chess apps on the iPhone, it's hard to choose between them.

But if you are looking for a free version, you could do a lot worse than this easy-to-use app. With one or two-player options, simple yet clear graphics and the ability to change the difficulty level, *Chess Free* ticks all the no-frills boxes and comes out with a game of chess that, just like the iPhone itself, is slick and functional. Knight-killing simplicity at its very best.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: Developer:

Gobble Gator Gold

Hungry Hippos, but with crocs



■ Tap the croc's back to make him munch on the little duckies.



Every child loves playing *Hungry Hungry Hippos*, and this loving homage is exceedingly well done.

It only caters for two players (your iPhone would be pretty crowded otherwise) but it remains fast and furious fun, even if the experience is rather short-lived.

The single-player mode is nothing more than a time attack – gobble all the ducks in as short a time as possible – but it's the fun two-player mode where you'll spend most of your time. Harmless, silly fun.

Ratings

Longevity
★★★☆☆

Fun factor
★★★★

Controls
★★★★★

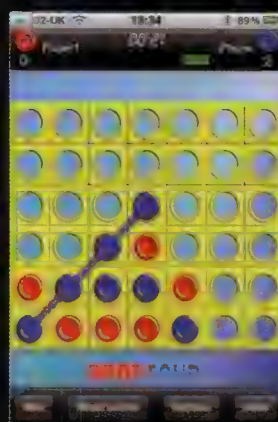
Value
★★★★

Overall Rating ★★★★★

Price: \$0.99/\$0.98 Developer: Walkthrough Publications

Drop Four In A Row

A game the iPhone was made for



■ The iPhone AI is no fool; it can totally count to four.



When boredom strikes, *Drop Four In A Row* is perfect quick pick-up-and-play

gaming for Apple's device. You all know the rules: drop the coloured discs into the holes and try to get four in a row before your opponent does. By touching the screen you select where you want to go, and you can even come back and play games later on. With a two-player option and the sneaky chance to undo, while it's nothing new, this app is puzzle perfection.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: \$0.99/\$0.99 Developer: Goostix

Gyrotate

You're on your own with this one



■ Here we've asked for a hint, and the game has highlighted the shape we need to focus on.



Another entry in the growing catalogue of 'match up shapes' apps, *Gyrotate* is a solid but uninspired game. Using your finger on the screen, you rotate sections of the board to line up four or more of the same shape, as you ultimately try to collect the required amount to finish the level. The controls can be fiddly, with you often selecting the wrong square, and with the absence of a leaderboard or a multiplayer option, it is a fun – but flawed – iPhone instalment.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

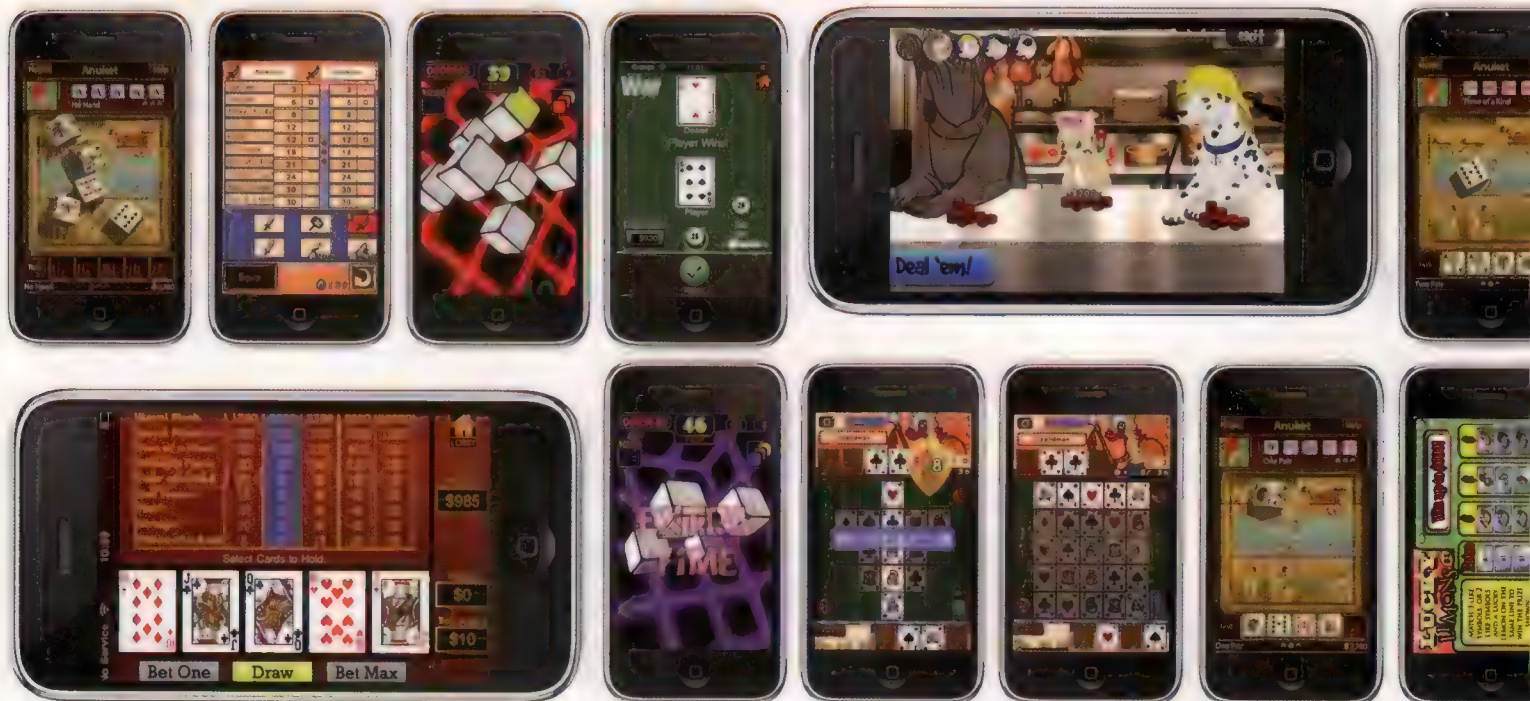
Overall Rating ★★★★★



Cards/ Casino/Dice

One of the greatest assets of the iPhone is that you can do virtually anything on it. From a gaming point of view the Card, Casino and Dice sections represent one of the biggest smorgasbords to negotiate because there are so many similar titles available in each of the three categories.

As a result, it becomes particularly hard to remember what the best and worst apps are, and, with the huge amount of new titles being added on a daily basis, it becomes even harder to sort the





wheat from the chaff. Don't worry though, for the following section will not only point you to some of the best examples of the genre, but will also point out those that should be left on then digital shelf.

Interestingly, like the arcade section, games that fall into these categories tend to offer quick bursts of gameplay. Admittedly, you won't get the same sort of excitement that games like *Guerilla Bob* and *Alive 4-Ever Returns* offer, but the simplistic nature of these genres make them perfect for quick games.

Whether you fancy testing your accuracy with *Card Dealer*, want to visit a virtual casino, or decide to get immersed in the time-consuming *Sword & Poker*, you'll discover that the following section has something for absolutely everyone.

Cards/Casino/Dice

Go for a flutter in a virtual casino or just play solitaire on your own

- 60 Free Cell Classic For iPad**
Card classics for your iPad
- 60 Poker HD**
Get a poker face in high definition
- 61 Clickomania**
It will drive you clicky. However.
- 61 Yatzy Pad**
The cult dice game hits iPad
- 61 Virtual Horse Racing 3D HD**
Go for a flutter on digital horses
- 61 Solitaire City**
Solitaire grows up and moves out
- 62 13-In-1 Casino**
A fun virtual casino for little cost
- 63 Live Poker 6K**
Online poker, and it's all free
- 63 Card Dealer**
Time to get quick on the draw
- 64 The Gamebox**
It's free but still no good
- 64 MotionX Poker Quest**
Poker goes to Egypt
- 65 iFruitbomb 2: The Fruit Machine Simulator**
A fun fruit machine sim
- 65 Lock 'N Roll 2**
Dice and numbers collide
- 65 Dogs Playing Poker**
Less fun than monkey tennis
- 65 Card Tower: The House Of Cards**
Just don't let it fall down
- 66 Sword & Poker**
Poker meets *Dungeon & Dragons*
- 67 Scratch 'N Win**
A dull take on the National Lottery
- 67 Boxterity**
Cubed fun, but watch that time!

Price: Free Developer: MobilityWare

Free Cell Classic for iPad

Simple fun, completely free of charge

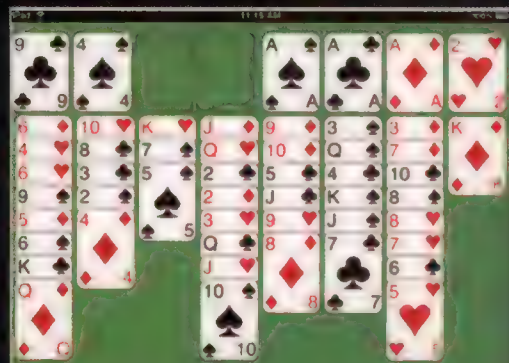


Solitaire can be a frustrating game at times, and although we all expect a certain level of difficulty, we all still expect to succeed more than we fail - and while we could occasionally cheat with a real deck of cards that's not possible when using a simulation. *Free Cell* doesn't let you cheat but it is designed to be a little easier. The difference stems for the option to use four open cells to temporarily move cards so you can zip through the game a little quicker. This takes a lot of frustration out of the game and makes the whole experience a little more fun. As a free app there are absolutely no bells or whistles, but the animation and gameplay are fun and functional - this is probably not lacking much that a paid app could offer. Well worth a download if you like to win at cards.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



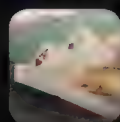
There isn't much to shout about design-wise but you'll be too busy winning to notice.



Price: £2.99/\$3.99 Developer: Haolan Qin

Poker HD

Texas hold 'em in high def



Whether you're interested in Poker or not, you can't help but feel more involved when you play a game on the iPad. You can see the whole table, cards are easy to

manage and the whole betting system feels more together.

Anyone who loves Texas hold 'em will feel that this is the ultimate experience. Its simple, slick and very easy to lose yourself in. Subtle game elements have been rethought so that this game can be at its best for the iPad. Everything happens on a single screen and there is a nice element of space

which is a stark difference from the cramped iPhone version.

The zippy processor in the iPad also means that you can rattle through games if you're that kind of player, and animations are basic and quick - players get an undiluted experience and it can be a lot of fun.



Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

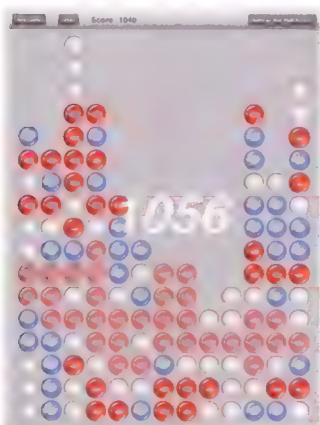


You can play the game in both horizontal or vertical mode.

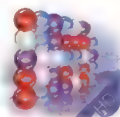
Price: Developer: **Reef**

Clickomania

A tried and tested game, perfect for iPad



On the iPad screen this game is even more addictive...



Using a finger to tap groups of bubble and remove them from the screen is a pretty tired format on the iPhone. However, on the iPad it takes on a whole new lease of life, with the potential to score thousands of points with a single tap on nearly ten inches of screen filled with coloured bubbles. There's no real innovation going on here but that didn't stop us wasting far too much time on this addictive game.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: Developer:

Virtual Horse Racing 3D HD

Can you spot a winning stallion?



If you want the excitement of horse racing without the gambling or the life-threatening equine injury then you could give this app a try. Sadly, all the excitement of horse racing exists because of the stakes. Without them this is just a randomised engine where a



different horse wins each time. The app is nicely made and fun to watch, but only for a very short amount of time. If you want horse racing, then go to the bookies.

No amount of fancy graphics can save a flawed concept.

Ratings

Longevity	Fun factor	Controls	Value
★	★★	★	★

Overall Rating ★★★★★

Card/Casino/Dice

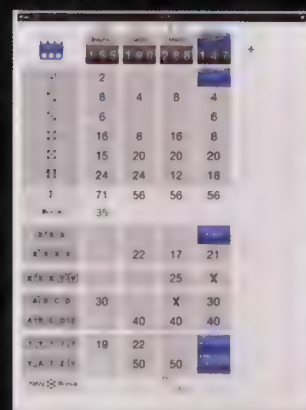
iPad



Price: £0.59/\$0.99 Developer: **Farmers Wife Ltd**

Yatzy Pad

Is there any real need for this app?



This app is not a game at all, but merely a digital scoreboard for you to use when playing the popular game Yatzy. Okay, it only costs 59p, but all it does is calculate the scores as you tap them in. Don't get us wrong – it works exceptionally well, but we're guessing only those iPad owners desperate to use the device at all times would even consider bothering to download this app.

You just have to decide whether or not you play Yatzy enough...

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: Free Developer: **Digital Smoke LLC**

Solitaire City

Loneliness can be fun



The trouble with card games is that they are hard to vary in the videogame realm. *Solitaire City* sticks to a rigid game setup but the animations, sounds and feel of the game are so well implemented that, if you enjoy the game of Solitaire at all in real life, you'll love this. It



feels great on the big screen and, in fact, is probably much easier than playing with cards because you don't have to shuffle.

The animation, sounds and feel of the game are just right.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: Developer:

13-In-1 Casino

A virtual casino in the palm of your hand



Tim Jenson obviously likes to have a flutter, and now, thanks to his fun little app, you can too. For just 59p, you have access to 13 well-presented games: Baccarat, four variations on Blackjack, Roulette, three different versions of Video Poker, Slots, Casino War, Three-Card Poker and Caribbean Stud. Not bad value for money at all.

Cleanly laid out on a three-by-three grid, the different games are extremely easy to negotiate and, considering Jenson has added several games since it was first released, we wouldn't be surprised to see more in the future. Starting off with a \$1000, you're free to visit any games you like, and can simply switch between titles at will, at least until your money runs out.



With four variations of Blackjack on offer, longevity is assured.



You can apply whatever 'system' you want to Blackjack, but unlike the real thing, you can't rely on the peculiarities of your croupier.

For all its decent presentation and easy-to-navigate menus, it's the games that will prove if *Casino* has any staying power, and in this area it succeeds admirably. There's a solid amount of variation in both the games themselves and the variations of Blackjack and Video Poker, and they all play extremely well. Indeed, considering the amount of variety on offer, we were pleasantly surprised to find a distinct lack of bugs, and the computer A.I. never appears to cheat as it does in similar games we've played. Our favourites of the bunch include Roulette and Video Poker, but all the games on offer are of a high standard, especially when you realise that this app is the result of one talented individual.

Touch controls work extremely well, never showing any lag, although betting can sometimes be a little fiddly, often requiring you to re-drag money over when you're betting on certain titles, which can get a little frustrating.

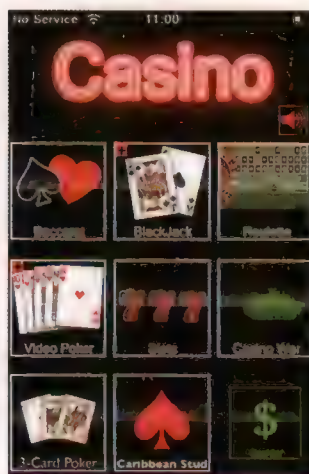
Perhaps our biggest issue with *13-In-1 Casino* – and the one thing that stops this from getting a higher score – is the inability to have any sort of multiplayer mode. Visiting a real casino is all about interacting with others, which develops competitiveness, and this aspect is sorely missing from an otherwise well-rounded package.

It's not going to set the world alight by any means, but if you enjoy gambling then this app contains pretty much everything you need.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

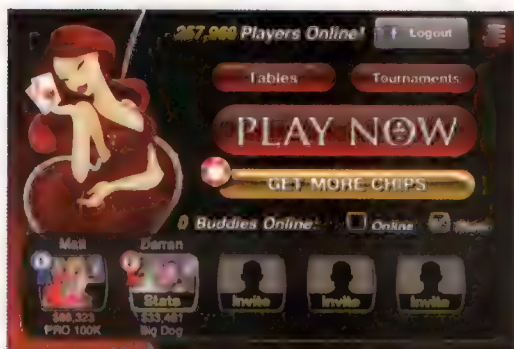
Overall Rating ★★★★★



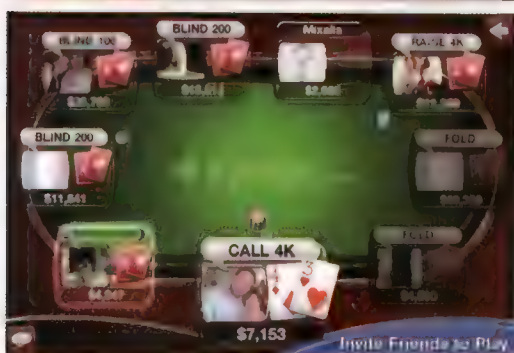
The included menu is informative and easy to navigate.



The included fruit machine is pretty basic compared to other apps.



■ You can instantly see how well you're doing against friends, whenever you start playing.



■ The game is always well populated, with plenty of eager people online to play against.

Price: Free Developer: Zynac

Live Poker 6K

The best free Poker game money can't buy



If you're looking for an excellent version of Texas Poker then be sure to download this brilliant app. Featuring full integration with FaceBook, Zynaga's take on live poker is excellent thanks to the large array of different options and the faultless online play it offers.

You can increase the stakes for each table you visit, decide to play on tables for five or nine players, and can even take place in online tournaments, which are dreadfully exciting to play, even when there's no real money involved.

Additional touches include the ability to invite your friends to a table, the ability to buy digital snacks and drinks mid-game, and the online leaderboards. Large amounts of chips can be purchased for actual cash, but with the ability to send your friends virtual money, there's little need to use it (unless, of course, you're really bad at poker). A great, entertaining app.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £0.59/ Developer: Renderpaz

Card Dealer

Your focus needs more focus



If you're looking for a terrific reflex test, immediately download this excellent app. Each game requires you to deal cards as quickly as possible – nothing more, nothing less. Circles appear onscreen, and you have to flick cards into them as quickly and as smoothly as possible. You'll be rated on how fast you deal, the accuracy with which you do so and how consistent you are at dealing. If you continually get cards within the circle you'll increase your multiplier up to a three-times-multiplier bonus, greatly improving your standing on the global leaderboards.

Time Attack has you simply dealing to up to three other players, while Moving Target requires far more skill to complete and shouldn't be attempted until you've plenty of practice. It's a ridiculously simple concept, but it's been put together with so much skill and the presentation is so good, you'll be unable to put it down. An essential app that you shouldn't be without.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

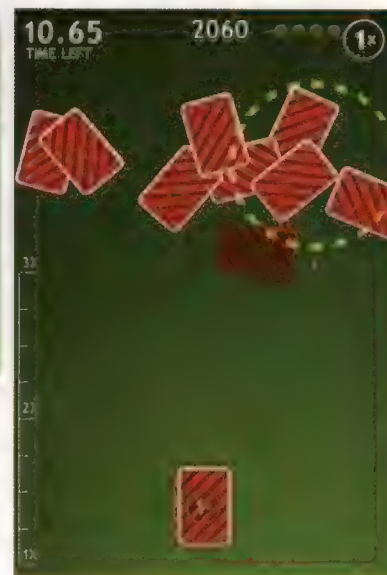
Value

★★★★★

Overall Rating ★★★★★



■ You need to hit cards in the circles to get points and beat your friends.




■ You'll be penalised for any cards that land outside the correct zones, so aim carefully.

Price: **Free** Developer: **Moonbeam Development**

The Gamebox

Sadly, free doesn't necessarily mean great

 Compendia are becoming all the rage on Apple's iPhone, with developers releasing all sorts of game compilations. Moonbeam Development appears to be onto a winner with The Gamebox because it features nine-parlour style games that won't cost you a penny. That's got to be a bargain right? Well, actually no.

The problem here is that, while there are a nice variety of games on offer, the execution itself is rather poor. The included games are Checkers, Memory, Solid Shift, Tile Slider, Knockoff, Tic Tac Toe, Reversi and two Solitaire games (the card game and 'Solitaire', the disc-based game often known as Othello). As a package, the presentation is simplistic and looks as cheap as it obviously is.

Controls are also an issue, with games often taking unnecessarily long to respond to your onscreen button presses. Add in distinctly lacklustre visuals and trite audio, and The Gamebox becomes nothing more than a curiosity download that will soon be deleted from your device. A great idea, poorly executed.

Ratings

Longevity	Fun factor	Controls	Value
★☆☆☆☆	★☆☆☆☆	★☆☆☆☆	★★★☆☆


Overall Rating ★★☆☆☆



Price: **£1.79/\$2.99** Developer: **MotionX**

MotionX Poker Quest

Poker goes to Egypt

 MotionX's new variation on Poker isn't quite up to the standards of the excellent *Sword & Poker*, but it remains a diverting little timewaster that builds upon the core mechanics of traditional poker.

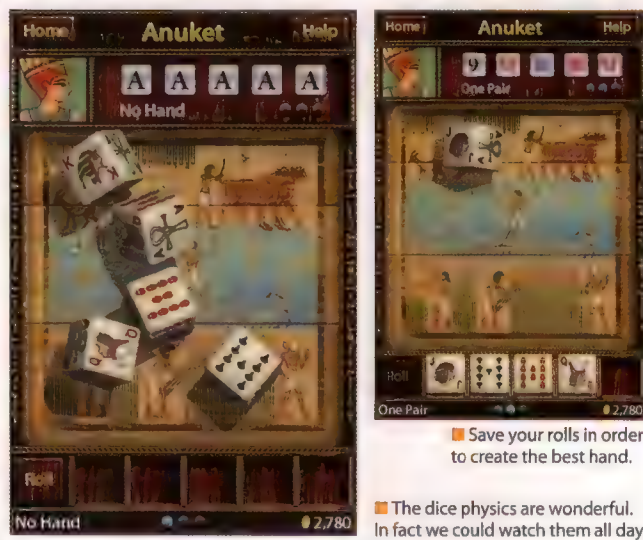
The aim here is to simply visit a selection of temples and play against their owners. You're given five dice, and a simple shake of your phone sets off some impressive physics. After you've rolled, you choose the dice you want to keep, *Yahtzee*-style, and take two further throws in order to get the best possible hand. And that's pretty much it. Earn enough cash and you can move onto the next of 12 temples and a harder difficulty level.

Despite its amazingly simple concept, *Poker Quest* is a wonderfully addictive game due to its sheer accessibility and the fact that, as games last less than a single minute, it's good for nearly all time-killing situations. Replay value is assured due to additional dice and achievements, but it's the sheer addictiveness that keeps you going.

Ratings

Longevity	Fun factor	Controls	Value
★★★☆☆	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★





Price: £1.19/\$1.99 Developer: Canned Bananas

iFruitBomb 2: The Fruit Machine Simulator

Ker-ching!



■ iFruitBomb 2 is one of the more authentic-looking, colourful fruit machine apps available.



Realising that playing a simple fruit machine would be boring, Ian Edmundson has put some thought into his latest release. There are a variety of modes to take part in, including a tournament to win the most cash, while you can compete online and also take part in minigames. Presentation-wise it's excellent, with bright, cartoony visuals, authentic sound effects and the inclusion of Scoreloop, which allows you to post high scores to challenge others. Good clean fun.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: Free Developer: CandvWriter

Dogs Playing Poker

The first painting-to-videogame adaptation favours the 'people who like dogs in funny hats' market



There are plenty of variations of Texas Hold 'Em available on the iPhone, but not many with this much charm. Choose your dog and simply play out hands while trying to work out your opponent's tells. New dogs can be unlocked, you can pet your pug whenever you fancy it, and there are online leaderboards and Open Feint support. The lack of online play is rather disappointing, but it's all put together with so much charm you'll fall in love with it anyway.



■ Visually, it looks vaguely reminiscent of Lady And The Tramp-era Disney cartoons.

Ratings

Longevity

★★★★

Fun factor

★★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Canned Bananas

Lock 'N Roll 2

More of a colourful game of chance than a test of skill or strategy



■ Ten minutes in, you begin to regret the many opportunities you had in life, and never took.



Canned Bananas' concept was good enough to spawn a sequel, and it is business as usual for the second instalment of Lock 'N Roll. Taking place in a five-by-five grid, each turn you roll four dice and place them in the grid to create groups of four. Any points you've earned are amassed each turn, until the entire grid is filled. There's not really a lot to it, but it's strangely absorbing, even if each game relies on luck instead of actual skill.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

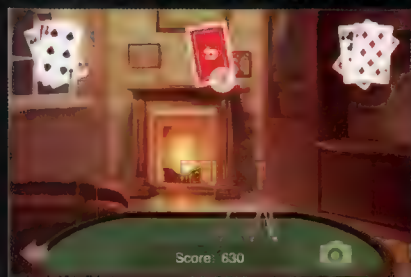
Price: Free Developer: Karma World

Card Tower: The House of Cards

Just as hard as the real thing



You wouldn't expect to find physics in a card game, but that's exactly what you get in this diverting time-waster. Using your fingers, you drag cards from two piles to build your tower. The higher you build it, the more points you get, but be careful: one wrong move means disaster. With a variety of different environments, and the



ability to take photos of your final, impressive result, this is a surprising amount of fun. Just make sure you have steady fingers.

■ Admittedly, it's not as satisfying as the real thing.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Gaia

Sword & Poker

Poker as you've never played it before



Bored of traditional poker? Fancy something that's a little different? Then we'd advise you to download this tremendous little game as quickly as possible.

As much a puzzle game as it is a traditional poker game, *Sword & Poker* takes a healthy dose of poker rules, but adds a refreshing fantasy spin on it. The end result is one of the best

puzzle/card games we've recently played, and a bargain at its current price point.

At its heart, *Sword & Poker* is a simple dungeon-crawler. You enter a dungeon and must make your way down to the next level. Each level consists of a set amount of areas where you battle increasingly stronger monsters and relieve them of their treasure. Defeated monsters drop gold that can be used

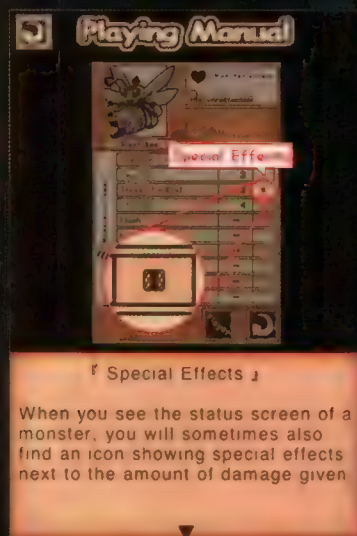
to increase your life or buy new weapons. The above is married to a surprisingly refreshing take on the core poker rules. At the beginning of each ten-turn battle, you're presented with a five-by-five grid and four cards. The middle nine squares are already filled with cards, and you must use two cards from your hand to complete a row. Any used cards must make a least a pair and, once the grid is completed, you start over again until you run out of turns or your opponent is dead.

Initially, it's simply a case of matching cards and creating suits, but as you get deeper and deeper into the dungeons you're introduced to new rules, magic and creature effects that greatly affect the core gameplay mechanics and give *Sword & Poker* an amazing amount of depth. While later dungeons are extremely tough, buying new weapons greatly increases the amount of damage your cards deal out, and the huge variety of weapon types on offer adds further to an already deep game.

Adding to the fantastic gameplay are some wonderfully charming visuals, some inoffensive, dinky little tunes and magnificent presentation. *Sword & Poker* certainly isn't what you'd traditionally expect from a card game, but don't let that – or its surprising complexity – put you off. It's a wonderful little title that just keeps giving and giving.



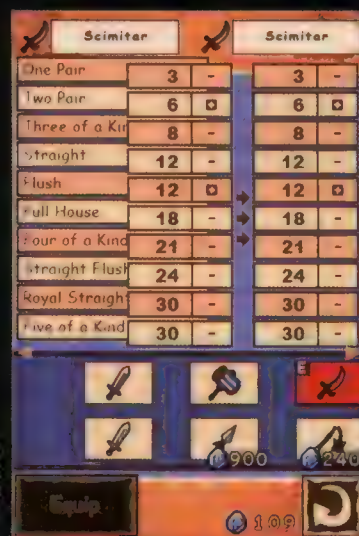
Love dungeon-crawlers and Poker? Then you're definitely on to a winner here.



It looks complicated, but if you understand the rules of poker then you're already halfway there.

There is a huge array of weaponry to take advantage of.

Combining two genres that don't usually mix, *Sword & Poker* is an original, addictive treat.



Ratings

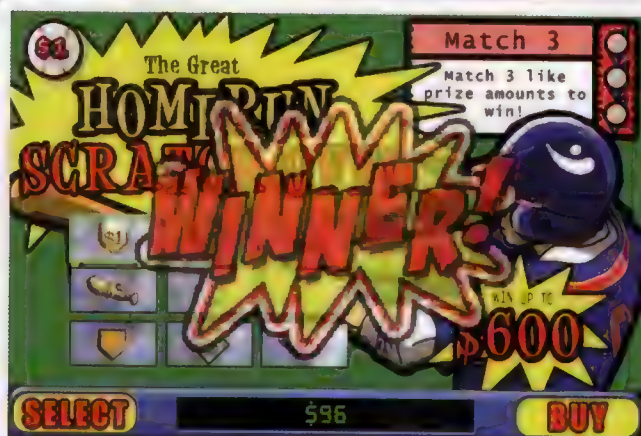
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



It's amazingly exciting when you win some virtual money. All right, we're obviously lying about that. Sorry.

There's a large selection of different cards to buy but – let's face it – what's the point?



Price: £1.99/\$0.99 Developer: SoftMosis, Inc.

Scratch 'N Win

Nothing winning the lottery



What can be more exciting than buying a lottery scratchcard and winning a fortune? Downloading a digital version, of course! Well, actually that's completely wrong; while Glyph Entertainment has created a solid little package here with smart presentation, it's oh-so-boring to actually play. We're fully aware that winning virtual money is never going to be as exciting as the real thing, but at least most developers attach a good play mechanic to the proceedings – poker, fruit machines – to increase the fun. Here, there's no such luck, and you're required to do nothing more than rub the screen to see if you've won. This continues until you've either run out of money or become so bored you've deleted the app. Yes, there are plenty of different cards to scratch, and yes, it all looks rather pleasant, but it's dull, dull, dull. Save your money and buy a proper scratchcard instead.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: £0.99/\$0.99 Developer: SoftMosis, Inc.

Boxterity

Box clever – download this app



Boxterity is one of those classic iPhone games where you initially scoff at its simplicity and then find yourself playing it until your battery runs out.

Presented with a multicoloured cube, you're simply required to manipulate it so you can touch each coloured face in the right order. The more you touch in a single sequence, the better power-ups and bonuses you'll be awarded with for your troubles. You're also given a tight time limit on each stage, so frantic manipulating is required in order to clear them.

As the game progresses, the cube is joined by many others, often in very complicated layouts – meaning that you'll be spinning the abstract creations as quickly as possible in order to get the best scores. It's a horrifically addictive concept that works brilliantly, and is supported by Open Feint to ensure that you'll always be beating your friends' scores. Just make sure your battery is fully charged once you download it.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Tap quickly enough and you'll unlock bonuses that give you additional points.

Later layouts are extremely complex, requiring plenty of manipulation in order to finish.

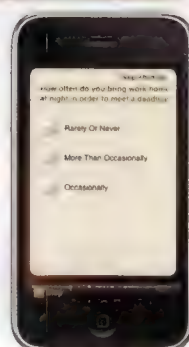
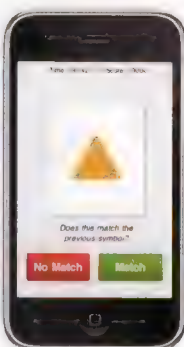
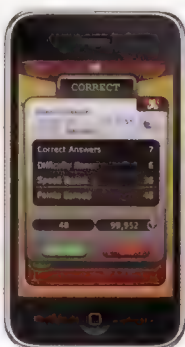
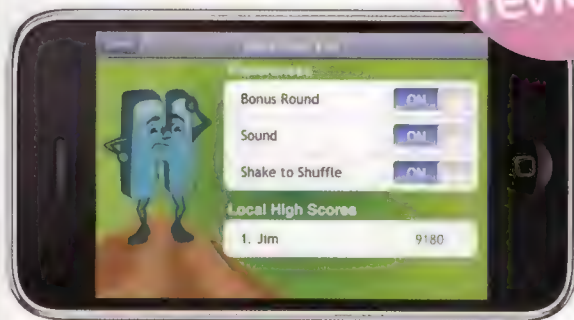


Educational

Education, education, education. Often regarded as one of the measuring points of a civilised nation, the ability to learn and grow has been popularised in recent times by government rhetoric and continued reinforcement through retraining and recession-dodging tactics. The use of games as an educational tool has also long been developed, from simple memory devices through to retro classics on the PC, later brain trainers on the Nintendo DS and now through the iPhone platform. This section aims



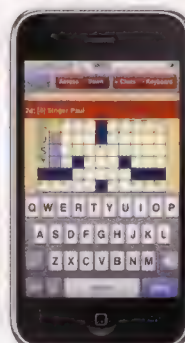
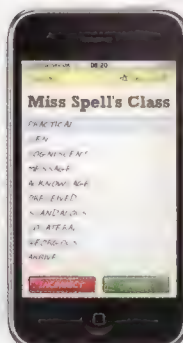
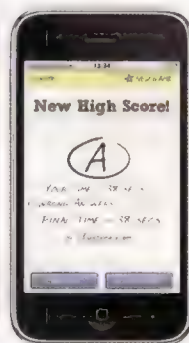
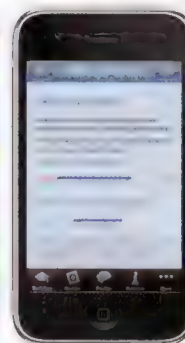
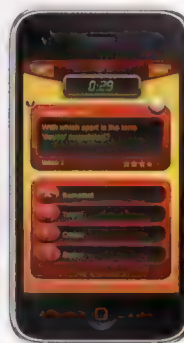
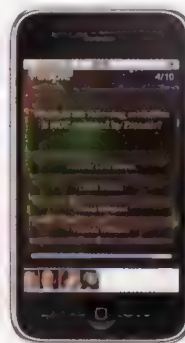
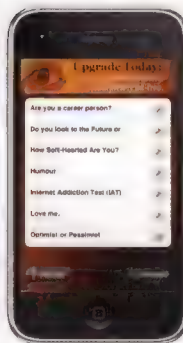
With
iPad
reviews



to explore the wealth of educational applications available through the App Store, covering basic programs such as the delightfully nostalgic *Simon Says* through to spelling tests, logic puzzles and more advanced software that combines a number of different disciplines, all aimed at stimulating a little synaptic response in your thought box.

While it can't be said that all of the educational apps succeed in this measure, there are more than a few whose ambition elevates them above basic

puzzle book levels of interest and into a more cerebral sphere of engagement. The iPhone, like other vehicles before it, offers a new and exciting method of engagement for education that is perfect for children and teenagers – and like any new technology seen to be popular with the ever-avoidant crowd of young persons, to whom the idea of spending their free time doing things they're forced to in school is anathema, it's constantly changing to keep their attention and interest.



Education

Test your brain with these entertaining and useful apps.

- 70 **5-In-1 Kids Pack HD**
Match-based card game for children
- 71 **Math Flash Cards HD**
Interactive puzzles with mini-games
- 71 **scrambleZest**
Organise letters into words
- 71 **Pearl Diver HD**
A learning game aimed at kids
- 71 **SwitchWord HD**
Strategic word-based puzzle
- 72 **Word Dash**
A single-player Scrabble any fun?
- 73 **Simon Says**
Entertaining, if you have the patience
- 73 **Trivia Burst**
Test your knowledge on various topics
- 74 **Pop Quiz!**
Can you beat our score?
- 74 **EZ-2 Crosswords**
A brilliant and classic time-waster
- 75 **Brain Trainer**
Learn how to pay attention!
- 76 **Miss Spell's Class**
Test how good your spelling is
- 76 **Nintaii 2**
The most difficult app ever made!
- 77 **Brain Challenge 2: Think Again**
More fun than challenging
- 77 **Psych Test**
Build a basic psychological profile

Price: £0.59/\$0.99 Developer: Bacciz, LLC

5-in-1 Kids Pack HD

Match-based card games with dozens of variations and options



This is the perfect educational game for children with inquisitive minds. As the title suggests, it's five puzzle games in one app. But it's so much more than that.

All of the puzzles are match-based games,

the first two require the player to flip over cards to reveal the pictures, letters or numbers behind. Match two to score a point, accompanied by the sound of children cheering. The third card-based game tasks the player with tapping on the card indicated by an audio cue, and the fourth game is time-based. Finish the game in a short amount of time and you'll be awarded with a

celebratory message and the chance to enter your name on a scoreboard. Each game is fully customisable, with both difficulty levels and themes (the difficulty levels range from four cards to 30, and the themes include animals, letters and numbers). There's also a multiplayer mode included with the second match-based game. Each player takes turns to reveal the cards, and when a match is successful the player gets another attempt. In all there are dozens of game variations – certainly enough to keep children entertained for an afternoon.

The audio is a high point in this game. Each card includes an audio cue, so reveal a picture of the letter 'c' and a child will say it. Adults also chime in to repeat words, animals and letters on screen, which combines to form a classroom-like atmosphere. The music selection present within the app is also cheerful and fast paced. Together, the dialogue, sound effects and music work in harmony to create a pleasant and exiting environment for children.

You'll find two versions of *5-in-1*, one for the iPhone and another for the iPad. Both are priced the same, and both include the same features. If you have the choice go for the iPad version – the buttons are larger and the high-resolution graphics are more appealing. Multiplayer is also easier as both children can sit around the screen. Either way, this is a fantastic and affordable game.



■ On the iPad's screen the cards are life-size.



■ The illustrations are a little blurry.

Ratings			
Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ There are dozens of game variations to choose from.



Price: Developer:

Math Flash Cards HD

Interactive math puzzles – with fun mini-games to boot



Choose from the multiple-choice answers at the bottom of the screen.



With various number-based puzzles, this is a great way to introduce children to the basics of math. You'll find games based upon adding, subtraction and division. Three mini games are also available: the first being a simple counting game, the second tasking the player with working out an equation, and the third displaying various objects with the goal of accurately counting and adding them. In all, this will introduce children to math in a fun and interactive way.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

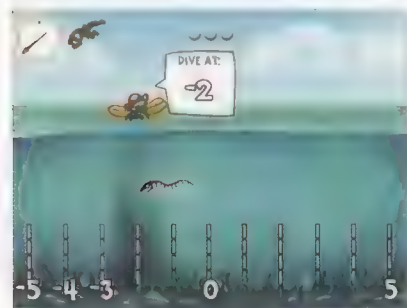
Price: Developer:

Pearl Diver HD

Dive for pearls and chop eels into pieces for sushi



Pearl Diver HD tasks the player with two games: diving for pearls and chopping up eels for sushi. The former displays the player as a diver sitting on a boat. The sea bed is divided up into different numbers, and the player must dive to the sea bed as indicated by a figure on-screen. The second task has the player chopping eel into halves and thirds. In all, these two mini-games are a fun distraction for children, if only for a few minutes.



Tap and drag the diver to dive.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Price: £1.99/\$1.99 Developer: InfiniteZest

scrambleZest

Use the touch screen to organise scrambled letters to form words



Simply drag the letters to arrange them.



A simple game of re-organising scrambled letters to form words, *scrambleZest* is an addictive and fun app for anyone who enjoys word-play. There are dozens of categories to choose from, each with an assortment of varied subjects. They range from Apple technology to basketball teams, so anyone playing the game will find a familiar topic. The interface is easy to use, and there's a lite version for anyone unsure whether to purchase the game.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: East Of The Web

Switchword HD

An addictive and strategic word-based tile game



Switchword HD is the perfect way to pass the time.



Switchword HD sees two players taking turns to form words out of letters on a board. Don't have another player? You'll find 26 computer players to choose from, each with a varying skill and vocabulary base. The game is incredibly strategic; players take turns to place letters, but can place another letter on top during a later turn, enabling on-the-fly thinking. It's also possible to capture the opposing player's letters when forming a word.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Price: Developer:

Word Dash

It's scrabble, but not as we know it



You'd be hard pressed to find anyone in the West who hasn't heard of or hasn't played Scrabble (or one of its variants) at some point in their life. Sets are apparently found in one out of every three American homes, while Hasbro and Mattel have sold the game in 121 countries, in 29 different languages throughout the world. *Word Dash* operates on the same sort of principle, but with a different, more single-player focused twist.

The game looks deceptively simple on the surface. A loading screen launches you directly into the game without any of the fancy menus or lengthy preamble that other applications so favour, often forcing you to wade through unending developer inter-titles before you actually get to the game itself. Instead, you're



It's essentially the word wheel from the daily papers.



A light version exists so you can try before you buy.

thrown in at the deep end, with the timer already counting. We assume this is meant to jolt your brain into action rather than laziness on the part of the developer, as the game will require a good deal of lateral thinking. The setup is basic – you're presented with a grid and given a clutch of letters to make words from. However, with such a variety of boxes to fill, you'll be lucky if you reach half in the two minutes allotted.

It does cheat slightly. Most of your points will be allocated due to variants of the word you initially concocted – date turns into dates turns into dated, for instance. The game's focus would have been tighter with a series of shorter time-limited rounds, where perhaps you would have to come up with 20 words in 45 seconds. As a result, its longevity suffers, but it can be quite entertaining if words are your thing. Being paid to write for a living, we thought we had quite a large arsenal of vocabulary to draw on, but even we found ourselves stumped at quite a few points, watching the seconds drip away mournfully as we resolved to read a dictionary at some point in the future. It's definitely worth your time – the Lite version, that is. We'd probably not be tempted to pay for the whole thing, but that's because we already own Scrabble and it's more fun with others.



Our suggestion of 'tsew' didn't go down well. Laser noises don't score.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



■ It's a simple concept, but well executed. Nothing's more infuriating than your finger slipping when you're on level 15, though.

Price: Free Developer: Huge Lawn Software

Simon Says

The original brain trainer, direct from memory lane



Any child of the Eighties remembers Simon Says. The circular game with the four coloured panels is as much an icon of early children's educational toys now as an abacus or puzzle shapes, and now it brings a little bit of retro flavour to the iPhone. It operates on exactly the same premise as before – you'll be given a sequence of coloured lights and asked to replicate it afterwards. Be warned though, it might sound simple, but chances are you'll end up chewing your iPhone in half with frustration if you're not careful. In terms of longevity it really does depend on your patience – this is a very simple game with a very simple premise, and there's not a lot to keep you entertained outside of the mechanic and the nostalgia associated with it. Added to the frustration factor is any sense of reward for your mental exertions. The game simply tells you that you've done well, which is debatable in and of itself.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Chances are that a few of the questions may just be a little bit too obscure for many.

Price: £1.49/\$2.99 Developer: Bit33/E5 Interactive

Trivia Burst

Fun but facetious. Chances are it's not worth the full whack



Trivia Burst is a fun little quiz game that will cause your brain to grind into gear, but also isn't afraid to empty your wallet. In addition to the initial cost you'll also have to pay an additional £0.59 for new categories, Cheeky. The questions themselves are a good mix, gently difficult enough to remind you that you really should be reading more books, but easy enough so you're not despairing at your own mental decrepitude. However, it's not really a step above any of the other trivia games out there, and you do feel a little robbed when you pay for a category of questions and the application tells you that they've been 'Submitted by Bookbag'. We could probably have formulated a similar set of questions ourselves, for free. That being said, it will test your nouse on subjects you previously considered yourself expert on, particularly after a liquid lunch and an injection of bravado.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: Free Developer:

Pop Quiz!

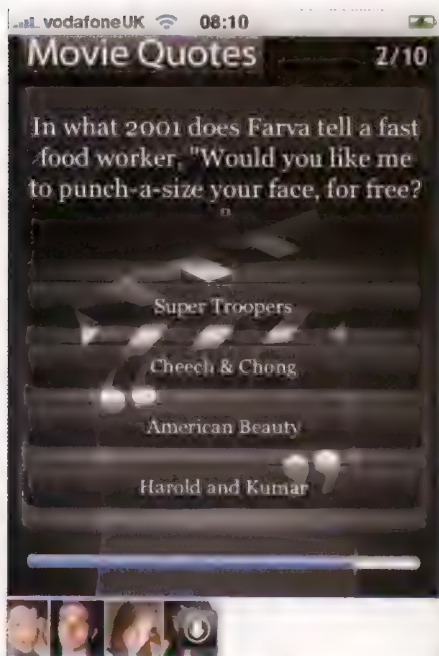
Too niche to be entertaining, too hard to win

Q *Pop Quiz*, while it could be mistaken for a quiz on pop music and those genres associated around it, is a little more wide-reaching than that. It covers films, sports and other areas superficially, but it still may as well be sponsored by *Hello* magazine, as only frequent readers will be able to answer each round successfully. Questions such as 'Which of these has Paris Hilton not dated?' abound makes its appreciative audience niche, to say the least. We struggled with a few of the more obscure questions and found ourselves more frustrated than entertained at many points, especially when we'd answered (guessed) a few of the more obscure offerings correctly only to be confronted with something that was frankly impossible to answer for those of us who don't stalk celebrities. Chances are that you can give this one a miss – other games such as *Trivia Burst* offer more rounded challenges than this.

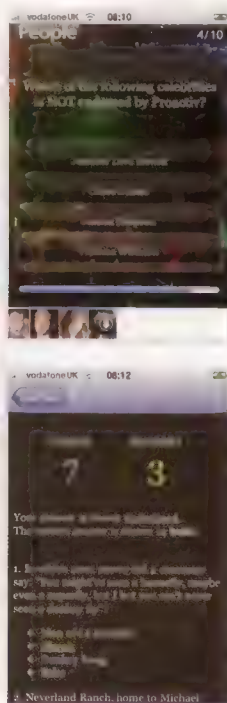
Ratings

Longevity Fun factor Controls Value

Overall Rating ★★☆☆



There's not a great deal to recommend here unless you have an eidetic memory for pointless trivia.



Price: Free Developer:

EZ-2 Crosswords

Exactly what it says on the tin

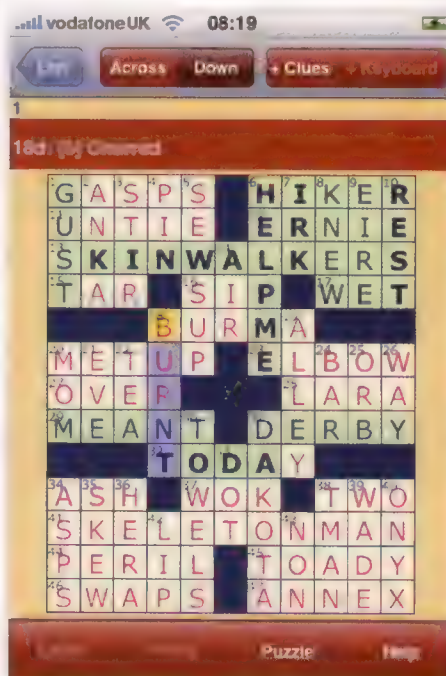


Who doesn't like a good crossword? With this application, Sunkissed Design has created an easy-to-use time wasting device that may, just may, increase your vocabulary on top. The prompts aren't very difficult, but the words themselves may be any number of synonyms – one clue, 'to bother', we guessed as vex when it was irk, for example. If you get inexorably stumped there is a handy hint function that doesn't seem to penalise you but, to be honest, you know exactly what you're getting with a free crossword game for the iPhone. It's not exactly *The Times* cryptic crossword, obviously, but it's a step above the one on the back page of the *Daily Mail* at least. Worth a look if you're bored on a train and sick to death of *Doodle Jump*. In fact, if you're not sick to death of *Doodle Jump*, you probably should have been playing more games like this a while back anyway.

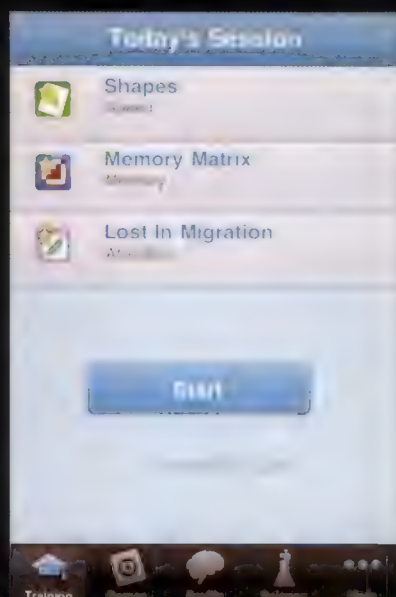
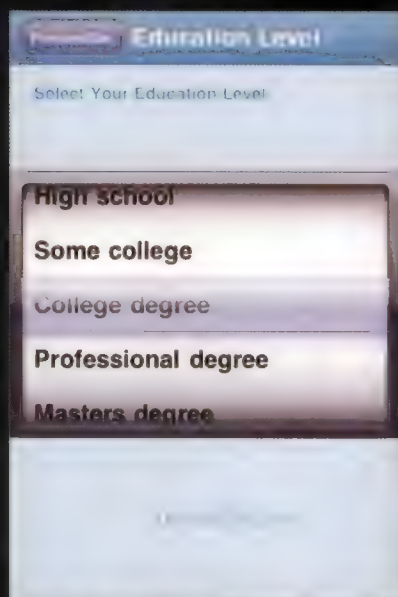
Ratings

Longevity Fun factor Controls Value

Overall Rating ★★☆☆

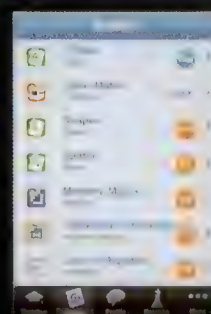


A double tap zooms in. Select the square with your finger and raise the keyboard using the button in the top right. Hints can be given by raising the hint menu, next to the keyboard option.



■ Lumosity has crafted a decent game here, one that is worth your time.

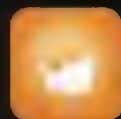
■ While it seems simple on the surface, you'll be surprised when stumped.



Price: Free Developer: Lumosity

Brain Trainer

Someone with a brain actually made this one...



Too often, brain training games in the iPhone are soft. They're hardly educational, most of the time, let alone challenging enough to stretch the grey matter any further than an issue of *The Sunday Times* would.

They rely too often on learned habit rather than focus, giving you a series of challenges with the same answer and then suddenly shifting, attempting to catch you off balance as opposed to actually furthering any sharpening of the mental faculties.

That's not really the case with this game, which from the off has a far more polished and developed feel to it than many of the other offerings on the App Store. Of course, it's just a demo and the paid version has many more challenges, but the ones that we played suitably exercised us. Mind the word suitably, we're still more of the opinion that a better way to keep your mind sharp and informed is to read Tolstoy or Dostoevsky rather than tapping away frantically at your mobile, but given the medium it does an adequate job.

Levels are set with different areas in mind and the science behind them is explained, albeit briefly, before you begin. Then it gradually increases in difficulty, depending on your strengths and weaknesses. We found the memory games to be relatively simple, for instance, but judging the amount of triangles in a shape fooled us once or twice. It's not meant to be impossible by any means, and it's not. That isn't the point here – it seems to be more of a

"It's not meant to be impossible by any means, and it's not. That isn't the point here – it seems to be more a case of learning to pay attention..."

case of learning to pay attention when you're doing something, rather than just switching off and going into autopilot. One of the great aspects of the game is that, should you go into standby, it will punish you for it.

As we said, we remain unconvinced as to the real benefits of this sort of game, but if you're going to go for one then we'd suggest this over the vast majority of others. It's less frustrating than *Nintailz*, but far more worthy than the hundreds of empty trivia games available.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: Free Developer: Dictionary.com

Miss Spell's Class

No points for effort



It's a bit simple, but it's been proven for years that it works. Called a spelling bee in America (and more simply a spelling test in good old Blighty), listing various permutations of a word's makeup and asking which one is correct is the best way to teach kids how to spell proper, like. Now, as a part of the new wave of using technology to make education cool, Dictionary.com has released an application that does exactly this. Surprisingly, it's not as dull as you might think, and it really does highlight a few holes in your own vocabulary that could probably do with plugging. Its longevity beyond a few bored swipes through the rounds, however, is immensely dubious. This is a novelty app and nothing more, and we certainly doubt it's designed to be an educational aid in itself. More, it's just a bit embarrassing for adults who can't spell 'embarrassing'.

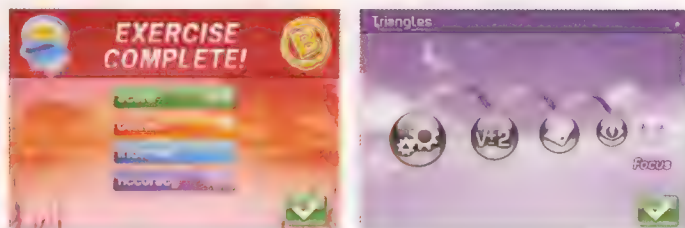
Ratings

Longevity ★★★★★ Fun factor ★★★★★ Controls ★★★★★ Value ★★★★★

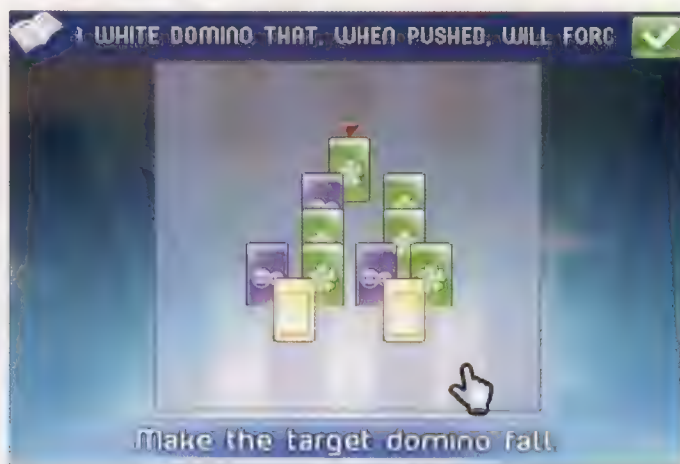
Overall Rating ★★★★★



Tasks like this really do highlight how predictive texts and the F7 key are destroying our ability to spell.



You can easily see how well you did with the 'Exercise complete' page.



This is just a very simple, very relaxing way to keep your mind stimulated. Of course, you could just read a book, like you are now. Good for you.

Price: Developer:

Nintaii2

Running uphill and into a brick wall, repeatedly



Eastern games have experienced something of a renaissance recently, with interest in Sudoku reaching stratospheric levels, while games like Mahjong continue to endure in popularity. *Nintaii2* seeks to capitalise on that popularity, with a 3D version of the traditional game. The aim is simple – navigate a grid to fit a rectangular block into a hole. Sounds easy, right? Incorrect. The block can only move according to its dimensions, and the chances are that you'll spend hours on the hardest difficulty levels. Granted, it's a logic puzzle, but it's one that seems to defy all reasonable logic in favour of simply driving you insane. It'll make you think, but on the other hand you might lose your mind doing so. The sound effects do little to help either, with the awful theme music and the annoying click of the block as it careens around the oddly-shaped grid.

Price: Developer:

Brain Challenge 2: Think Again

The DS is still safe



Brain training is all the rage at the moment, and Nintendo probably loves the expanded markets of adults who are buying its handhelds for it. Gameloft attempts to get in on the craze with *Brain Challenge 2*, a solid puzzler that offers five stages of brain-training puzzles – logic, visual, maths, memory and focus. The puzzles themselves are rarely challenging, although the less mathematically inclined among us may have more trouble than we should with the final stages. Mainly, it's just about paying attention to what's going on and maintaining your focus, which we suppose is the whole point behind the brain training thing in the first place. It's a decent enough idea, but it's hardly anything to really pulverise the grey matter. Fun, if a little throwaway.

Ratings

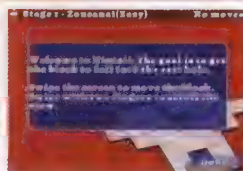
Longevity	Fun factor	Controls	Value
★★★★	★★★	★★★★	★★★★

Overall Rating ★★★★★



We've never screamed 'just go in the bloody hole' in public before Nintail2.

Move the block with one finger, use two fingers to see the rest of the board.



Ratings

Longevity	Fun factor	Controls	Value
★★★	★★★	★★★	★★★

Overall Rating ★★★★★

Education

iPhone



Price: Free Developer: Intersog

Psychtest

Pig Latin for the uneducated and impressionable



There's something a little pernicious about these so-called psychological tests. Taken by a rational, adult person, their results are throwaway and their questions laughable. Taken by an impressionable kid, they could be harmful. *Psychtest* isn't either really, on account of its poor design and even worse content. But still, we felt a little affronted at being told by an iPhone game that we're essentially humourless drones who need to sort it out. Ironically, we suppose that could mean that we don't have a sense of humour after all, and it's actually startlingly incisive. *Psychtest* operates by asking the user 20-30 questions in different categories, such as lifestyle, work, humour and all the rest. The idea is that you can build a basic psychological profile from answering all of these questions, but it's rarely accurate and even more sparsely useful. Look, if you need therapy, get a therapist. This iPhone game is not what will fix your head.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★	★★★★	★★★★

Overall Rating ★★★★★



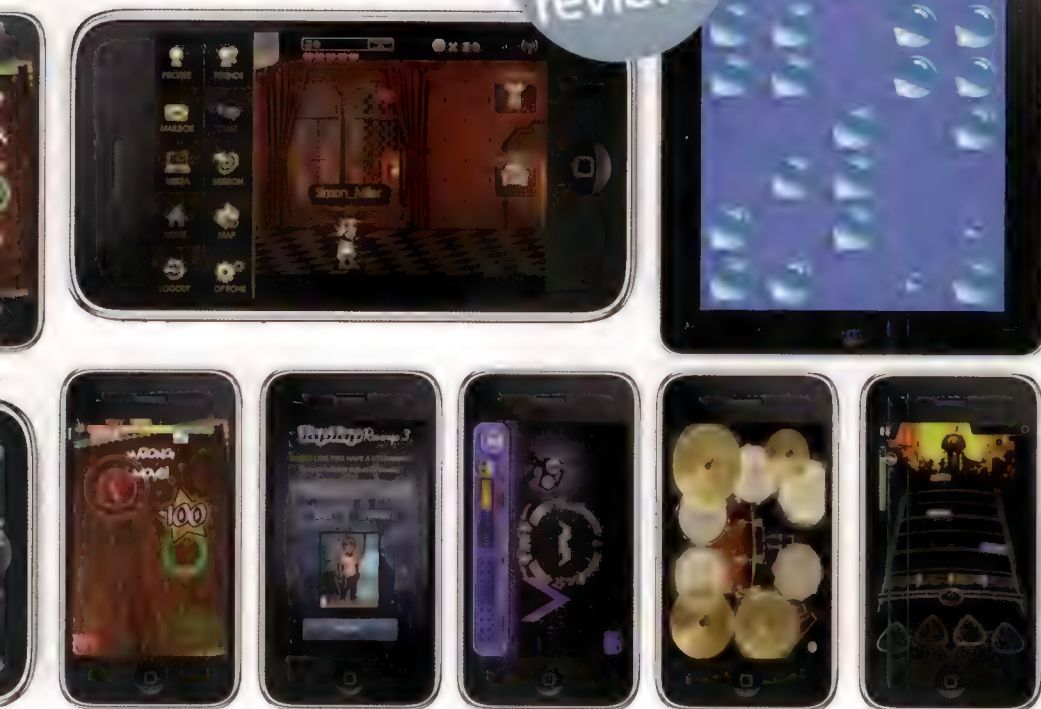


Music

Considering there's the world's favourite music player built into your iPhone, it's not surprising that the genre is one of the most popular on the iTunes Store. From rhythm-action games to some true original works, it manages to both extend prevalent trends as well as introduce ideas that would only be possible on such an admired device. Although there's still plenty of gems to find hidden within the sheer mammoth amount of titles Apple now has at its disposal, as of late music's biggest figures and

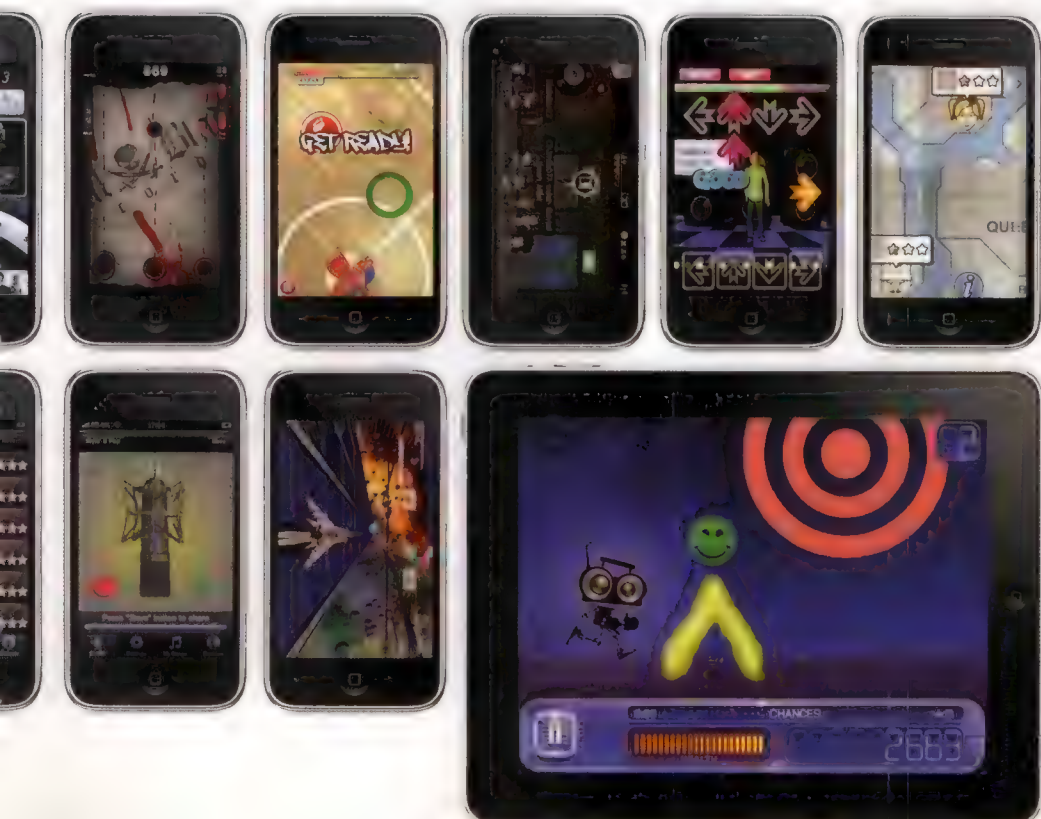


With
iPad
reviews



games have arrived as well. With the likes of *Rock Band* leading the charge and colossus bands such as Metallica and Linkin Park throwing its names in the ring, there's no real shock that you'd struggle to find such a good line-up on any other console. As the iPhone's community continues to grow, it would seem the assemble of brands wanting to be a part of it continues to expand. Be it the constant re-imagining of *Tap Tap Revenge* or genuine works of art like *LaDiDa*, music games manage to span

quite a distance to try and cater for an audience that is hugely varied. If you're just finding your feet, there's plenty of apps to teach you the basics and increase your thirst for a more challenging experience. At the other end of the scale, some games want nothing more than to make your fingers ache, continually upping the test until you either beat it or realise you simply don't have the skills to compete. There's far few other genres that can rival one as inventive or as constant as music. Here's why...

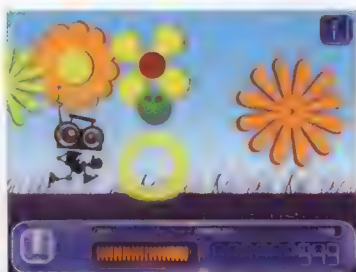


Music

Rock out to the rhythm action genre on your iPhone


- 80 **Tune Runner HD**
Draw shapes in time with the music
- 80 **Tunes Attack! For iPad**
It's catchy, with three game modes
- 81 **Bubble Tap For iPad**
Love bubble wrap? This is for you!
- 81 **iPad Lesson Piano Man For iPad**
A rhythm game with classical music
- 82 **Rock Band**
The popular franchise iPhone style
- 83 **B-Boy Beats**
Fight opponents on the streets
- 83 **Rhythm Racer**
For fans of the classic WipeOut
- 84 **Linkin Park: 8-Bit Rebellion**
Is this one just for the fans?
- 84 **LaDiDa**
Prepare to be hooked on this game
- 84 **Tap Tap Ants**
Squash ants in time to the music
- 85 **Tap Tap Revenge 3**
Discover Rock Band's rival
- 86 **Tap Tap Revenge: Metallica**
Tap along to Metallica's finest
- 87 **Major Morgan**
Rhythm action from the Eighties
- 87 **iDance**
The portable dance experience
- 88 **Bayou Beats**
Disney's attempt at a music app
- 88 **TonePad**
Make music by pressing dots
- 89 **Tap Tap Bubble Pro**
How many bubbles can you pop?
- 89 **Virtuoso Piano Pro**
Practice your scales on the go
- 89 **Drum Kit: As Seen On Billboards**
Refine your rhythm skills
- 89 **Decks**
A basic app, but fun while it lasts

**An addictive,
lively and
fun music-
drawing game**



■ Stodgy controls ruin what could have been an otherwise very enjoyable game.



 The basics are as follows: a character called Groov-EE dances to the left of the screen, letters and shapes slide in from the right, and the player has to draw these shapes and numbers before they reach Groov-EE. Accuracy and timing are key to reaching a high score. Mess up and poor Groov-EE falters mid-dance.

The game detects the music library on your device and generates tracks on-the-fly. This means you can play using your song of choice, making the game a totally unique experience for each player. It also includes a number of popular tracks that have high top scores from other players. If you don't own one of these tracks then the game offers a link to buy it from the iTunes Store. *Tune Runner HD* uses the OpenFeint gaming system, so if you have an account you can upload your scores and compare to others. In all, this is an incredibly fun and polished music game.

Ratings.

Longevity

★★★★☆

Fun factor

★★★★

Controls

★★★★☆


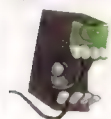
Value

★ ★ ★

Overall Rating ★★☆☆

Price: free **Developer:**

A varied and catchy music-based game, with three varied modes



This is a surprisingly fun game with plenty of originality. The basics are as follows: there are three game modes, two task you with guiding a character along a fixed path while dodging or destroying obstacles, and the third is a rhythm game where you tap the screen in time to the music. The speed of the game is determined by the beats of a music track, and you can earn extra lives by collecting or hitting certain objects. It's basically a mish-mash of *Space Invaders* and *Tap Tap Revenge*.

You'll find plenty more within the game. Comic book panels appear at the start of each track, with more appearing at the bottom of the screen as you play. The graphics are attractive and there are a number of themed levels to choose from. There are, however, only four music tracks to pick from.



■ The graphics are detailed and 3D – this is one attractive game.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★ ★

Value

★★★★

Overall Rating ★★★★★



Bubble Tap for iPad

Price: Developer:



■ This is the extent of the graphics. Yeah, it's basic.



Go bubble-wrap popping mad, if only for a few moments



Enjoy the cacophony brought about by bursting bubble-wrap? If so you'll love this game because that's all you do! Burst bubbles by the hundred to a countdown of 25 seconds, and you'll quickly discover that the most efficient way to reach a high score is to simply mash your fingers across the screen. Bonuses are given for bursting a bubble in under a second, so you'll find the random bashing of fingers an unbeatable method of playing.

Unfortunately there's no final score given after a session, and scores are not saved for later comparison. This is a quite clearly a free game, and one that will be deleted shortly after a few plays. If your home is currently lacking a source of bubble-wrap, download this app to fill your appetite. It's fun for a while.

Ratings

Longevity

★

Fun factor

★★★★

Controls

★

Value

★★★★★

Overall Rating ★★★★★

iPad Lesson PianoMan for iPad

A piano-based rhythm game with classical music

Price:

Developer:



Don't let the name fool you, this isn't a lesson in how to play the piano. Instead it's a piano-based rhythm game, where the player must press the piano keys in time to indicators on-screen. That's not to say you won't learn something about playing the piano, as the game does give you an indication of the finger work needed to play complicated music.

There are various skill levels to choose from. Using the easiest level, the CPU will play most of the song, with the players input being a key press per-second. Turn the difficulty up and you'll be playing most of the song yourself – at great speed to boot. This is a fun game, and one that you'll visit time and time again. You might not be actually playing a piano, but it certainly feels like you are. As a bonus, there's also a two-player mode where the screen is split in half.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

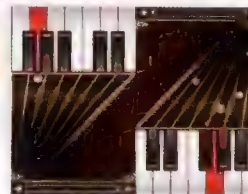
Value

★★★

Overall Rating ★★★★★



■ Be your own piano man thanks to the power of this great app.



■ There's a wide selection of classical music on offer.

Price:

Developer:

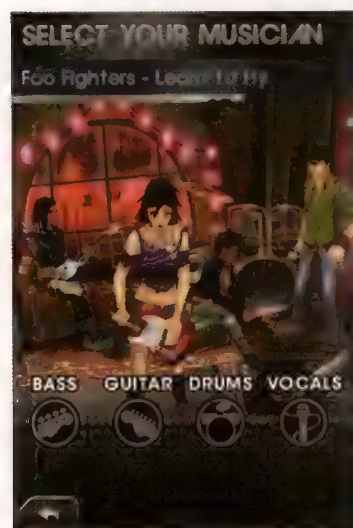
Rock Band

Taking over the world one gaming console at a time



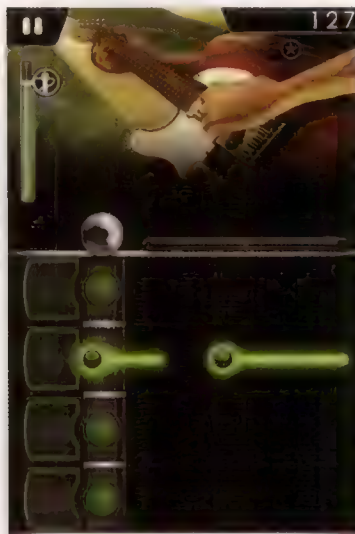
With so many rhythm-action games doing the rounds on the iPhone, it was only a matter of time before the biggest of them all made an appearance.

Coming from the brilliant minds at Harmonix, *Rock Band* for Apple's device is the game you know and love only shrunk down for a more portable format. Giving you the chance to

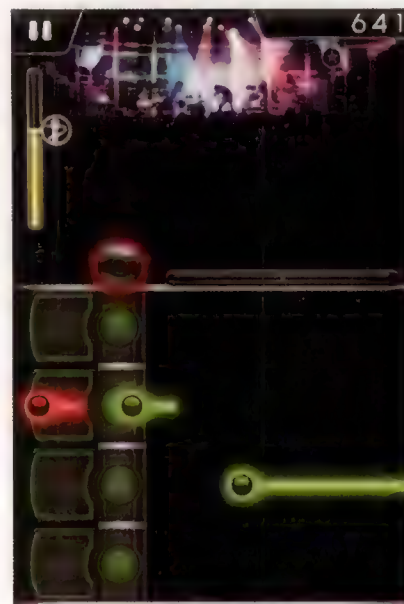


rock out on bass, guitar, vocals or drums, it controls very much as you'd expect. Using your fingers, notes will appear on screen and you touch specific buttons at the appropriate time. Aside from not having a giant plastic guitar – or drum sticks if that's more your thing – it's essentially the same idea. Although at first it may seem almost impossible, those with the patience will find the

■ The songs on offer are of the highest order, including the Foo Fighters. For anyone who feels the need for more, there's also a Rock Band Store to purchase more tracks.



■ Vocals are easily the game's weak point, taking away the actual need to sing and replacing it with a very similar mechanic to the rest of the game.



■ With a similar interface to other iterations, it won't be long before you've adapted to the smaller screen, finger-tapping approach.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★

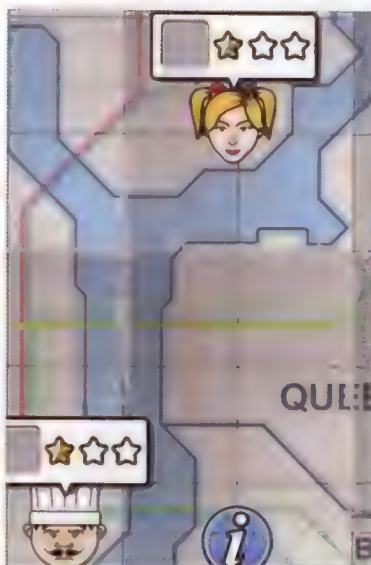
Overall Rating ★★★★★

B-Boy Beats

Price: Developer:

A rhythm-action game from the streets

■ The cast of characters can be a little questionable, but they do make *B-Boy Beats* a far more enjoyable app.



■ The map is used to find your next opponent, all of which will fit a stereotypical mould in some sense.



It's not too much of a surprise to see the majority of games that want to incorporate some essence of the rhythm-action genre rely on the touch-screen mechanic. It's how they try and spin this that separates the good from the bad. In this regard, *B-Boy Beats* is a touch above. Set in New York in the Eighties with a focus on hip-hop, both your thumbs have a set path they have to follow, highlighted by the colours red and green respectively. It allows Mobile Pie's app to be far more diverse than most as there's a constant temptation to allow your hands to cross over. Doing so, however, will always see you fail. Although the test increases with a harsh edge, so does the satisfaction when you pull it off, giving *B-Boy Beats* an unexpected bout of longevity. With a touch of charm added thanks to the characters you square off against, this is in the upper regions of what a dancing game can offer on the iPhone.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Rhythm Racer

Price: Developer:

For when normal racing lacks a certain rhythmic edge



If you're both a fan of keeping rhythm and the PlayStation classic *WipeOut*, then you may want to drop the very reasonable sum of zero pounds on *Rhythm Racer*. Borrowing its look more than just a tad from Sony's classic hit, the gimmick here is to hit specific blocks in order to keep the music in the background running. Miss one and the tune cuts out, taking away the thrill of racing around a space-styled track to an adrenaline-fuelled theme.

The expected tilt controls are fine, even if they do take a little while to adapt to, and the tracks are upbeat enough to make the quest to keep the song going a worthy one. But the problem is merely the lack of courses on offer. When the game's novelty value comes in its tempo, you want much more than just two options. With that said, when you don't have to pay a dime, it's hard to truly complain.

Ratings

Longevity

★★★☆☆

Fun factor

★★★★☆

Controls

★★★☆☆

Value

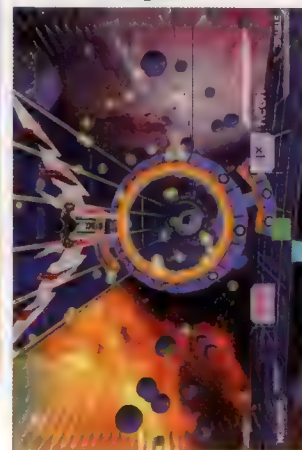
★★★★★

Overall Rating ★★★★★



■ *Rhythm Racer* almost manages to find a unique place between games like *F-Zero* and *Guitar Hero*.

■ With more tracks, more tunes and a more refined control scheme, *Rhythm Racer* could've been a far better game.



Price: £2.99 Developer: Linkin Park

Linkin Park: 8-Bit Rebellion

Well, who saw this coming?



If you were to view the trailer for *Linkin Park: 8-Bit Rebellion* you may, at the very least, be intrigued. Accompanied by the band's music only tweaked so it wouldn't sound out of place on the NES, it has a certain allure to it that seems likely to translate in regards to the entire game. To be blunt, this couldn't be further from the truth.

At the rather high price of £2.99, by the App Store's standards that is, *8-Bit Rebellion* is a frustrating mess that bites off far more than it can chew. Instead of merely being a hack-n-slash adventure or something similar, Linkin Park's debut on the iPhone is surprisingly in-depth. People can be chatted to, items bought and upgraded, homes decorated and there's specific missions that aim to engross you in the overarching story. The world is even populated by other people playing the game. Unfortunately, combat is incredibly aggravating – often not responding at all – and moving around the map is a bore due to long load times and slowdown when you finally arrive at your destination. If you're obsessed with the sextet then you may find a way through the haze. But anyone else should just pretend this app doesn't exist.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★	★	★★★

Overall Rating ★★☆☆



The world is populated with other people playing the game. While the idea is nice, it's not implemented in the best way.

Price: £1.99/\$2.99 Developer: Khush Inc.

LaDiDa

The dark horse of the App Store that will have you hooked



Chances are you haven't heard of *LaDiDa*. First of all it has a slightly ridiculous name, and it doesn't really let you know what you can expect from downloading it. Thankfully, those that do will be in for treat. Asking you to record a song by simply singing into the iPhone's microphone, the app will then put in a backing track, adjust the pitch and add in reverb depending on the tempo and style of the song you chose. You can essentially put together a track in three minutes, and those with a more light-hearted disposition will revel in the chance to make a tune of ridiculous proportions before posting it on someone's Facebook wall or Twitter feed – both of which can be done through *LaDiDa*.

Oddly entertaining and bizarrely addictive, we can't recommend Khush Inc's nugget of goodness enough. It will keep you hooked for much longer than you ever thought it would be able to.

Tap Tap Ants

Ants attack the pie. You crush the ants to save the pie. And who says iPhone apps aren't credible?



On occasion, *Tap Tap Ants* can become quite frantic – to the point where it can be a little frustrating.



Price: Developer:

Tap Tap Revenge 3

Musical vengeance runs strong

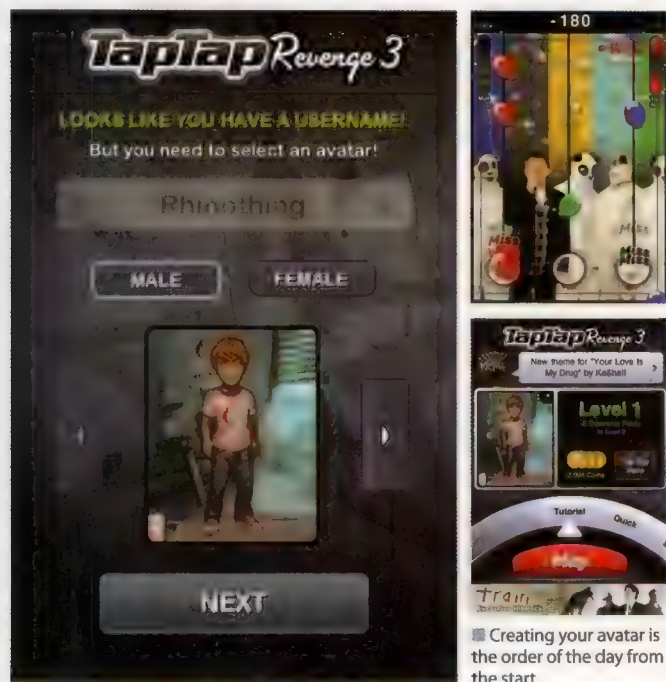


Almost assuming the role of *Rock Band* within the iPhone's world, which is somewhat nonsensical as EA's juggernaut is on the App Store, *Tap Tap Revenge 3* is without doubt one of the finest musical-related games available on Apple's handheld device. Free to download and supplemented thanks to its own store that has an abundance of tracks to increase your experience, it finds true excellence by also enabling a host of songs to be downloaded without dropping a penny. Such presents do come with some provisos attached, usually in the form of being shortened or giving you no power over the difficulty level, but *Tap Tap Revenge 3* couldn't really give much more away. We'd still plump for Metallica's own version due to musical tastes, but for those who want a far more diverse app this provides it by the truckload. If you get too obsessed you may end up spending more cash than you'd like, but that choice is in your hands...

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



Price: £0.99/\$0.99 Developer: rise up! Labs

Cruelty against ants, or a new take on the rhythm-action genre?



To those going through this bookazine with a fine-tooth comb, you will have read elsewhere how important it is to take the touch rhythm-action mechanic and find a way to spice it up a bit. If you're the people working at rise up! Labs, this comes in the form of ants. As the fiends try and advance upon your pie placed at the bottom of the screen, you have to crush the minions into the ground in time with a selected song.

Although this isn't instantly apparent – at first it will seem like you're just crushing ants for the sake of it – those who manage to start eliminating ants in the order they cross the 'tap line' will notice the rhythm they're providing. It can be a little fiddly at times due to the amount of bugs that attack you at once, but all-in-all this is a unique app that does enough to feel different – even if it is a little crazy.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Price: Developer:

Tap Tap Revenge: Metallica

The world's finest band await you on the App Store



With the *Rock Band* app (which is reviewed elsewhere in this book) offering a diverse range of songs, a solid enough rhythm-action mechanic and an experience that aims to please, you may think it's the first-stop-shop for anyone in the market for such a game. But there is



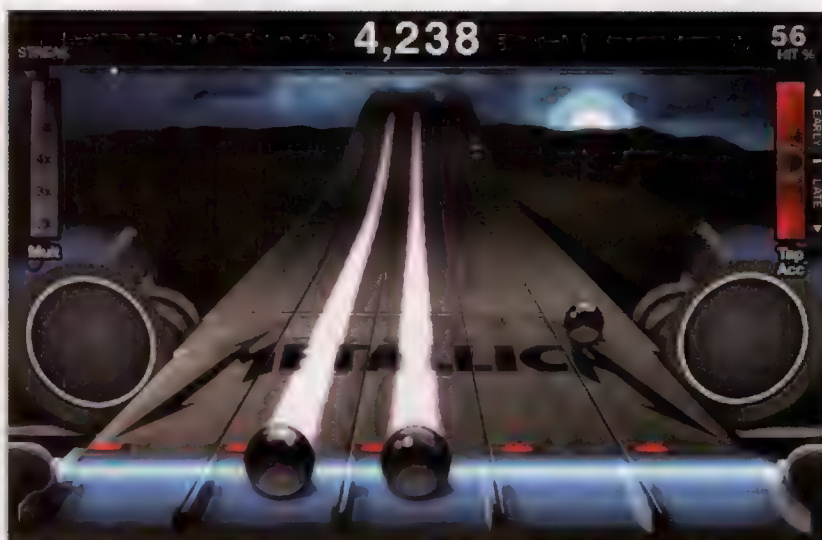
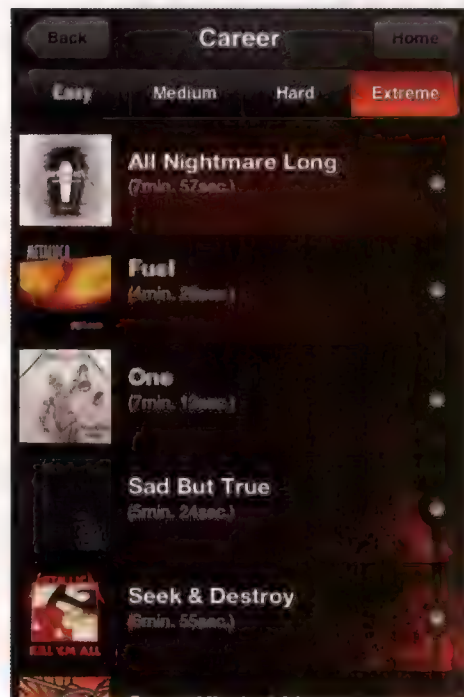
■ The black ball setup becomes easy to follow despite being slightly frustrating.

another alternative, mind you. For those who prefer their games a little more challenging, *Tap Tap Revenge: Metallica* awaits you. Featuring ten of the band's finest songs, including *Master Of Puppets*, *One* and *Seek & Destroy* among others, it's an absolute beast for your fingers to master. Stretching out the rail at the bottom of the screen to five slots for some songs, anyone who thinks they have this sort of idea down could end up being more than surprised. Above this, though,

is just how satisfying it can be. Getting into a rhythm and 'tapping out' while Metallica rages in the background is incredibly addictive. For fans of the group, this is guaranteed to provide some serious highs.

Unfortunately, as ever, there's some daft inclusions where the *Tap Tap* name is concerned. Given the magnitude of the test, it's ridiculous that the jump from a four to an eight-note streak is achieved by shaking your device. Not exactly the best way to try and keep your wits about you. Thankfully *Tap Tap Revenge: Metallica* never punishes you for such a mistake as there's no way to fail. Even if you just fancied rocking out to the San Francisco foursome and left your iPhone on its lonesome, the tunes would still keep on coming. There's no *Rock Band*-like sentence waiting here, which is nice.

Matching Harmonix's effort with a multiplayer component of its own, *Tap Tap Revenge: Metallica* is simply a perfect app for anyone who considers themselves a follower of the band, or just a fan of rock music in general. Even if you're not up for the contest, £2.99 for ten of Metallica's best is a pretty good deal – especially considering how much they would cost you if you bought them straight from the iTunes Store. This is easily one of the best music games available on the App Store.



Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

■ The tracklist is like a dream come true for Metallica fans. There's simply nothing better.

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer:

Major Morgan

This is a major disappointment



Major Morgan was an amazingly popular electronic game in the Eighties, but sadly, that's where this relic needed to stay. While it's very authentic, depicting the original *Major Morgan* in all his glory, there's very little

here that will keep fans of the rhythm action genre happy. The biggest reason for this is that there's very little reward from actually playing *Major Morgan*. With 9 amazingly easy tunes, even a child will master it on their first attempt and while a Freestyle Play mode has been included it's not exactly cutting edge, allowing you to do very little with the limited amount of notes that are on offer.

You get an option of making music with three different instruments – an organ, flute and clarinet – and there are 4 achievements to unlock, but it simply isn't enough. This is a bland rhythm action game that you're best off avoiding.

Ratings

Longevity	Fun factor	Controls	Value
★	★★	★★★★	★

Overall Rating ★★☆☆☆



■ Major Morgan evokes strong childhood memories, but it's not a very good game.

■ Get all the notes right and Major Morgan's face will change into a beaming grin. It's a little creepy if we're honest.

Price: £0.59/\$0.99 Developer: Enfli

iDance

Your own personal arcade



Ever since taking over arcades in the mid-nineties, dancing games have been a dime a dozen. Be it using giant pads on the ground or touching the iconic arrows with your hand, the idea is

cemented as a winning one. This, in a nutshell, is what you'll get with *iDance*. With a host of songs and numerous difficulty levels, your fingers will be given a workout as you time your taps in time with the music. It's instantly playable – even to those who have been living under a rock and aren't familiar with the formula – and it's rather challenging once you start upping the struggle.

iDance may never attempt to break out of its comfort zone, but it's blissfully aware of who it is aimed at and is happy to cater for such a market. Priced correctly, it will please those who are looking for a way to take the dance game experience on the road.

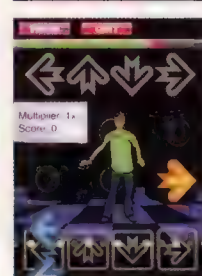
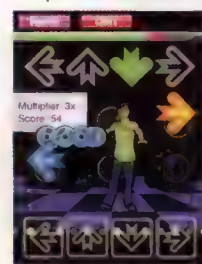
Ratings

Longevity	Fun factor	Controls	Value
★★★	★★★	★★★	★★★★

Overall Rating ★★★★★

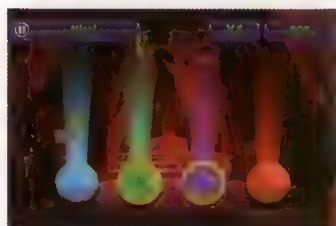


■ Make a mistake and *iDance* will 'boo' you. Not exactly the best way to promote confidence.



■ *iDance* throws in minor choices, like whether to play as Chris or Mandy, but the main crutch is getting those fingers tapping.

Price: Free Developer:



■ Frustratingly easy throughout, *Bayou Beats* loses any momentum it could have had by never changing up the experience.

■ The only reason you'll ever see the 'miss' notice in the top left-hand corner is if you decide to take a screenshot of *Bayou Beats*.

Bayou Beats

When the princess met the frog



To celebrate its *The Princess And The Frog* release, Disney bestowed *Bayou Beats* upon us – an app that wants nothing more than to take you into the world of Disney's film and reintroduce you to some of the songs from it. To ramp up the interactivity a notch, you're put in charge of percussion – as the crowns fall down over the pads, it's up to you to give them a swift touch. While all the tracks here are excellent – we're not aware of anyone who doesn't at least appreciate Disney's skill when it comes to soundtracks – the game is criminally easy, even for the younger audience who may be more inclined to appreciate the movie. We'd even suggest trying to stop concentrating, as it poses such little challenge it's the only way to attempt to spice events up. *Bayou Beats* may keep children occupied for a while, but there's no reason why this couldn't have increased the test as time went on.

Ratings

Longevity

★ ★

Fun factor

★ ★ ★ ★

Controls

★ ★ ★

Value

★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★

TonePad

Price: £1.99 Developer:

Simple, odd and compelling



It's hard to really explain what *TonePad* is without it sounding horrendously dull. Push one of the individual dots on the screen and a sound will start to play. Touch another, and the new beat will match itself in time with the previous one. Before long, you have a chain of notes ringing out to create music, which can be as charming as it is easy to construct.

For some, the appeal will end here, but those who have a creative flair may find themselves sucked in. Give it enough time to learn how it all comes together and it's perfectly possible to piece together a song you had in your head. With the ability to save it and then share your creation with friends, *TonePad* could be seen as an inexpensive creation tool. It may lack options, but for what it is the potential is most certainly there. It's an interesting addition to any iPhone.

Ratings

Longevity

★ ★ ★

Fun factor

★ ★ ★ ★

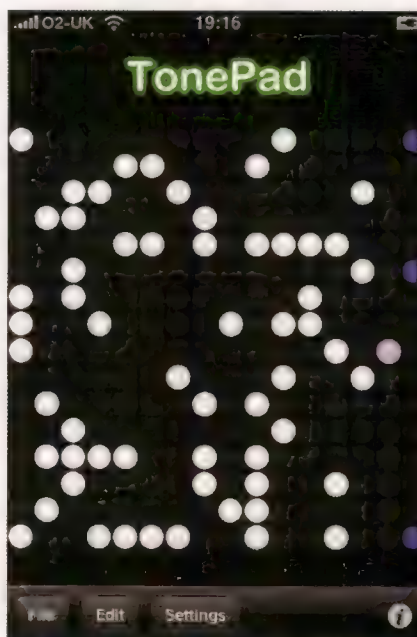
Controls

★ ★ ★ ★

Value

★ ★ ★ ★

Overall Rating ★ ★ ★ ★ ★



■ Watching as all the dots come together as one to form a song has a certain thrill about it.



■ As strange as it sounds, writing out words can often provide you with a song you may listen back to in the future

Price: 0.59/0.99 Developer: nse UPI Labs

Tap Tap Bubble Pro

A bizarre, short-lived experience



■ Don't expect Tap Tap Bubble Pro to get any more sophisticated than this...



You may find it slightly odd to find a game that asks nothing more than to pop as many bubbles as possible in 40 seconds in the music section of the App Store, but alas this is what iTunes has deemed it to be. With no need for any sense of skill, you simply assault your iPhone screen with your fingers and try to do away with everything your eye can see. It's shallow and simple yet mildly entertaining for the briefest of periods

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £119/\$199 Developer: CimsonJS

Drum Kit: As Seen On Billboards

Learn the drums, live the dream



It's downright preposterous that you could actually learn the drums from an iPhone app, and despite all of *Drum Kit's* high points, the same applies here. Although it's possible to play along with songs on your iPod, along with recording, layering and editing tracks, the only real way to embrace an instrument is to actually sit down with it. If you just want to refine your rhythm skills, however, then this is more than solid and quite apt.



■ If you were expecting it to look any different than this, you've somehow been massively misled by the title...

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: 0.59/0.99 Developer:

Virtuoso Piano Pro

Take your music with you



Considering how in-depth the App Store is, it's no real surprise to find a grand piano being stowed away within its wings. Basically, giving you the power of having a portable piano, the amount of options and setups that can be tinkered with is really quite impressive. If nothing else, there's something very satisfying



about being able to practise your scales at a moment's notice. If you're a budding pianist on the move, this may be of some help.

■ It may not be much to look at, but this app does exactly what you'd assume it would do.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: Free Developer:

Decks

Back with another one of those block rockin' beats



Coming at the always suitable price of free, *Decks* is a small window into the world of a DJ. Giving you a host of tracks for free, you can switch between records, crossfade and mix to your heart's content.

Unfortunately, it's all just a little too basic to be engaging, and



the majority of people will just slam the sliders around for a bit before putting this app down.

■ Hideously colourful, *Decks* just lacks a real sense of fun to truly make you think that downloading it is a good idea.

Ratings

Longevity

★★★★

Fun factor

★★★★

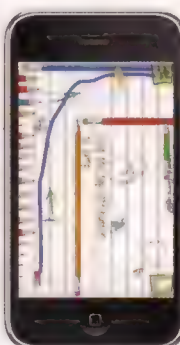
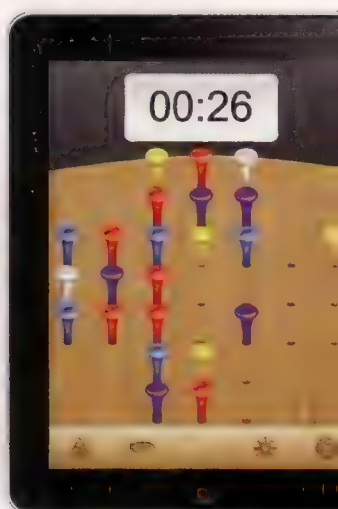
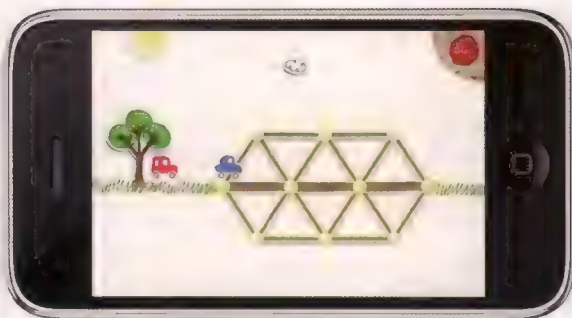
Controls

★★★★

Value

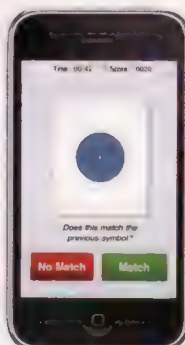
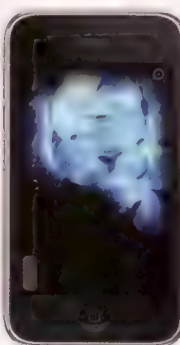
★★★★

Overall Rating ★★★★★

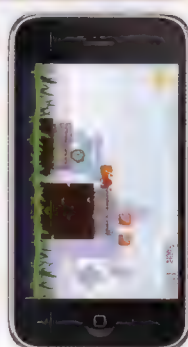
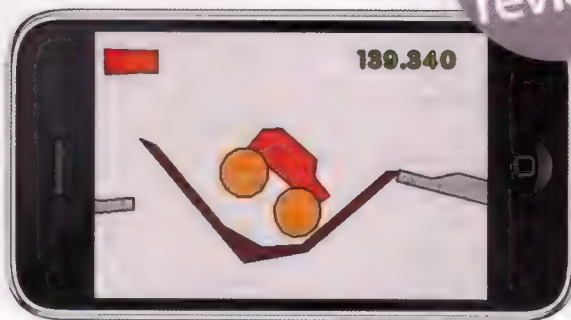


Puzzle

Since the dawn of games, the puzzle genre has been incredibly successful. Challenging the gaming public by being both intellectual (on occasion) and entertaining, even titles that merely copy what other successful entries have done in the past usually find a level of acceptance. It's this love that has seen classic games such as *Tetris*, *Bejeweled* and *Peggle* not only make their way to Apple's device but find a new lease of life once there. By now, though, the majority of us realise that these behemoths are



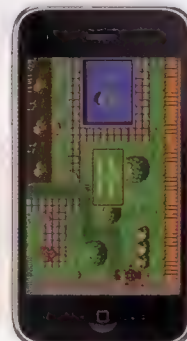
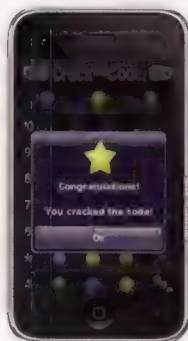
With
iPad
reviews



available to download, and it is with great honour that we turn our attentions to the more niche ideas. There's *Ragdoll Blaster 2*, which proves there's far more potential at the heart of Apple's device than many assume with a physics engine that has to be appreciated. *Paper Bridge* goes the other route, so beautifully simple in what it asks but offering up a test that's hard to pull yourself away from. We even have the absolute bizarre contained in these pages, with *You Vs Wall* doing exactly what it suggests it

would. The puzzle field is not only holding its own within Apple's net, but introducing new concepts all the time. We wouldn't be too surprised if it soon becomes the go-to console for those looking to get their brainteasing twist.

The potential for what app developers can do is growing every day. Arguably the most wide-ranging field, here's exactly what you should be looking for if throwing hours of your life away is what you need. You won't regret it...



Puzzle

The puzzle game has found a whole new audience on the iPhone.

- 92 **Plants Vs Zombies HD**
Protect your home from zombies
- 93 **Cogs HD**
51 levels of complex cog puzzle
- 93 **Peg Genius HD**
Move your pegs to solve the puzzle
- 93 **Demolition Master HD**
Tactically blow buildings up
- 93 **Labyrinth 2 HD**
Stunning visuals and very addictive
- 94 **Angry Birds**
Hugely popular and great fun
- 95 **Crack The Code**
It's more difficult than it looks
- 95 **Paper Bridge**
A must-have app in our opinion
- 96 **Sudoku**
Is it really any better on the iPhone?
- 96 **Jelly Car 2**
Dodge obstacles in your jelly car!
- 97 **Doodle Pubbox**
Find your way to the exit
- 97 **Glass Tower 2**
Physics and glass together at last
- 97 **You Vs Wall**
Can you make the right shape?
- 97 **Line Up**
A simple classic that's fun to play
- 98 **Tilt Maze**
Putting the accelerometer to use
- 98 **Sunday Lawn**
Mowing has never been so frantic
- 98 **Unblock Me**
Prepare to pull your hair out
- 99 **Toobz**
Can placing pipes really be fun?
- 100 **Ragdoll Blaster 2**
A welcome new concept
- 101 **Geared**
Link different sized cogs together
- 101 **Valet Hero**
Can you park without crashing?
- 101 **iDork**
Guide your stick man to the exit
- 101 **Amazing X-Ray**
Can you really fool your friends?
- 102 **Cool Curlings**
The niche sport in an iPhone app
- 102 **Trace**
Draw your own platformer
- 102 **Diascol**
Test your mental powers
- 102 **Drop Brick**
Can you keep the weight down?
- 103 **Tower Bloxx Deluxe 3D**
Better than the Xbox Live version

Price: £5.99/\$9.99 Developer: PopCap Games

Plants vs Zombies HD

Put the petal to the metal, it's time to kick Zombie ass



There's a certain set of games that people, trying to be helpful, will warn you away from. Not because they're bad, no – quite the opposite, actually. You'll be told to steer clear because the game in question is so highly addictive, so un-put-downable, that you could well end up losing hours, even days of your life to playing it. Chief among these over the past year has been PopCap's *Plants vs Zombies*, which has been a huge hit for the PC, Mac and iPhone, and now gets an HD version especially for the iPad.



■ Lily pad? Why do I need a Lily pad? It's questions like this that will tempt you into playing the next level. And the next, and the next...



■ Things to spot in this screenshot: zombie bobsledding team; headless zombie wearing a wetsuit and riding an inflatable shark; a rubber duck.

The game is almost exactly the same as the iPhone version (there's one iPad-exclusive mini-game called Buttered Popcorn), but for good reason – the added screen real estate is the only upgrade the wonderfully honed horticultural horror really needs. Making great use of the iPad's multitouch capabilities, the game has you furiously planting various weird and wonderful defensive plants to try and prevent a horde of zombies making their way across your lawn (and later, rooftop). Each of the plants has different capabilities, and many are designed to protect against a particular ghoul. With a limited set available during each level, choosing the right combination is crucial to making it out alive.

The early levels are brilliantly designed to gently introduce you to the gameplay, which soon becomes frantic and often challenging. As you progress through the stages you unlock more powerful plants, but you also face more devious and fiendish zombies. Ever seen a team of bobsledding undead? You will. They'll be right behind the zombie driving an ice tractor. Pea Shooters that fire real peas (the frozen ones slow zombies down), a Squash that lives up to its name, or a magic mushroom that will have the zombies grooving out of control – they're all in there too. This is a game with a real sense of humour, and some of the most engaging gameplay we've encountered in years.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ The night-time levels will have you planting plenty of mushrooms. They're fun guys to be around...

Price: £0.99/\$0.99 Developer: 

Cogs HD

Sliding tile games take on a new dimension



Playing like a steampunk, Jules Verne tile game, *Cogs HD* has you sliding together three-dimensional machines while playing against both a timer and a moves counter. It's a very simple idea and the controls take seconds to learn, but the machines you build are surprisingly complex and the puzzles grow ever more challenging. This is a slick implementation of a wonderfully styled theme, and with 51 levels to work through, it will keep you entertained for some time.

■ Slide the tiles to join the cogs and set the rotor blade spinning.

Ratings

Longevity
★★★★

Fun factor
★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

Price: £1.99/\$1.99 Developer: AppMatters

Demolition Master HD

Because sometimes all you want to do is blow stuff up, check out this puzzler...



Like the best puzzle games, *Demolition Master* is based on a simple idea – you place bundles of dynamite at strategic points on a building and then light the fuse. Where you place the dynamite controls how, and where, the building falls. Your aim is to get the building under a target height, and often in a particular direction. There's a storyline that has you working your way across the cities of the world, but this never gets in the way of the core 'gameplay'!

■ Travel around the cities of the world, then blow stuff up.

Ratings

Longevity
★★

Fun factor
★★★★

Controls
★★★

Value
★★

Overall Rating ★★★★★

Puzzle

iPad



Price: £0.99/\$0.99 Developer: Catnip Media

Peg Genius HD

The stunningly simple game that has frustrated puzzlers for hundreds of years



Peg Genius cuts straight to the chase. Launching the game takes you straight to the peg board where you're asked to remove a peg to start. Your next move is to jump one peg over another and into the empty hole. The peg you've jumped gets removed and you keep jumping until there's only one peg left. It sounds simple, and is, but it soon gets fiendishly hard. That's all there is to the game, and that's all there needs to be. Simple genius.

■ This classic puzzle game proves that sometimes all you need is a bunch of pegs and holes.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

Price: £4.99/\$7.99 Developer: Illusion Labs

Labyrinth 2 HD

Stunning visuals and frustrating gameplay, this game is a must...



When *Labyrinth* arrived on the iPhone it quickly joined the group of apps that almost everyone installed. This was partly down to the gameplay, but mostly down to the stunning three-dimensional effects and physics that make it feel as if you're holding the real thing. On the iPad this magic is even more impressive, especially when vibrations from the speaker mean you feel the ball hit the wood. If you're looking for a game to show off your new iPad, this is it.

■ It was great on the iPhone, it's stunning on the iPad. A game every iPad owner should have.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

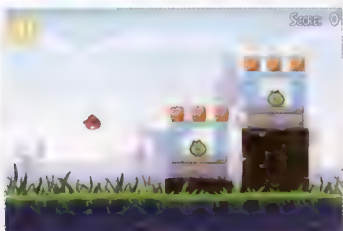
Price: £0.59/\$0.99 Developer: Rovio Entertainment

Angry Birds

You wouldn't like them...



It's been said time and time again that the simplest ideas are the best. For a format like the iPhone and its portable ways, it's always likely to be these types of games that manage to capture people's imaginations.



■ Angry Birds' style is deliberately cute, but it can confuse and frustrate... in a good way.

After all, if you're on a train you don't want to be forced into an hour-long cutscene before even getting properly involved. For individuals desperate to stay away from such complicated entities, *Angry Birds* is for you. The premise is as such: for some reason a

group of pigs have stolen some eggs, infuriating the birds who they rightfully belong to. In order to exact revenge, the winged ones have found the swines' 'secret' set of houses. Instead of asking for the return of what they deem so dear, the birds set up a catapult and decide to hurl themselves into the structures, hoping to bring the hogs down. Unfortunately, it's not this easy.

Controlled as ever with your finger, it's your task to pull back on the device's chord, adjusting the trajectory of your bird. When satisfied, you remove the force and watch as the animal flies in the air. The goal is to affect the target's foundations to a degree that it collapses and destroys the boars inside. Just to add an extra layer of intrigue, some birds come equipped with special skills that you'll need to take advantage of. With a quick tap, your makeshift weapon may split into three or turn into a speeding bullet, diving towards the objective on your command. It all adds up to an exceptionally fun and, at times, smart experience that can utterly confuse when you start to seriously progress – but cracking the puzzle will leave you feeling utterly satisfied. With achievements, leaderboards, 120 levels and the ability to instantly brag about your success over Facebook and Twitter, *Angry Birds* deserves every ounce of praise it has garnered. Excellent for a quick shot of gaming-on-the-go but with the addictive nature to keep you hooked for some time, this is a fine iPhone game.



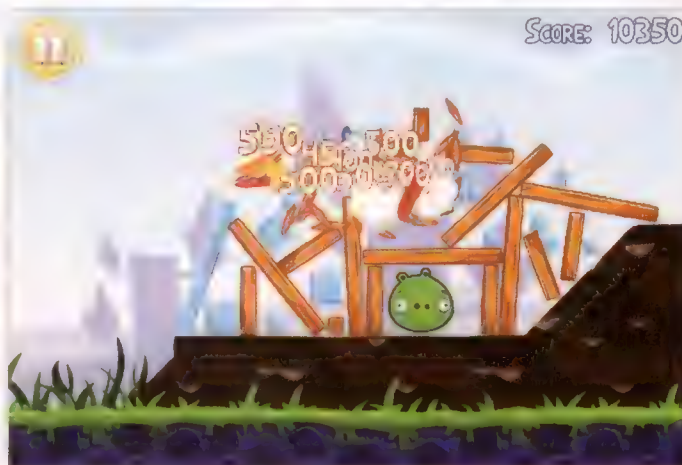
■ As is becoming the trend, the added cutscenes are wonderfully bizarre.



■ Although some levels give you a range of birds with different powers, one lucky shot can see a house come tumbling down.

Ratings			
Longevity	Fun factor	Controls	Value
★★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★





By keeping its template simple, Crack The Code allows its interesting idea to shine to try and hook you in.

Once you get to the upper levels, you better have your A-game prepared. This is no pushover.

Price: £0.59/\$0.99 Developer: Optima Studio

Crack The Code

You'd think they'd come up with a better system



Although the name suggests otherwise, *Crack The Code* isn't some sort of government spy app. It is instead an uncomplicated puzzle game. At the start of each round there will be a specific number of holes, depending on the difficulty you choose, that need to be coloured in. Your 'opponent', which is merely the computer, knows the right sequence, and through a process of trial and error you need to uncover it. *Crack The Code* steers you in the right direction by keeping you up-to-date of what may be correct, and from there your intelligence has to come into play as you work out where to head. It's very clever and reveals its depth the more you play. Admittedly, it's not instantly fun and needs to be nurtured, but the individual that likes to be tested will find this suffices. Thoughtful, methodical and smart.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★☆☆	★★★☆☆	★★★★

Overall Rating ★★★★★



It's all about triangles. If you ever find yourself stuck, just try and draw as many of them as possible.

Price: £0.59/\$0.99 Developer: Clever Hamster Games

Paper Bridge

It's off to work we go...



Paper Bridge, for a long time, makes no sense. Your sole objective is to build a bridge and then construct the support to make sure it doesn't all come tumbling down when a host of cars go across it. Unfortunately, at first it seems like you need an actual degree in such a field to get past the opening level. Those with the patience, though, will discover Clever Hamster Games' simulator is excellent. Aside from the physics – which are impressive on their own considering the format it's on – once you get the basics down, piecing together your own bridge is oddly satisfying. When you get to the upper levels and the bridge you build has to go uphill, it's near impossible to not give it all the effort you have until it's complete. You'll definitely have to allow *Paper Bridge* the time it needs, but if you're willing to put this in then it's one of the best puzzle games currently doing the rounds.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: Mighty Mighty Good Games

Sudoku

The easiest way to lose yourself, but is it worth the money?



It's tough to convince someone to drop money on a game that can be played with a piece of paper and a pen. What's more, Sudoku has become so popular it's rare not to find one to do in a newspaper that can be bought at a far lower price. However, what both these options lack is the tiny extras Mighty Mighty Good Games' app offers.

Obviously, anyone who plumps for this will soon warm to how easy it is to use. Being able to tap where you want certain numbers and deleting them with the same method is so simple that no one could argue it wasn't the more comfortable option. The problem for hardcore Sudoku players, though, is how a number will go red instantly if it's been placed incorrectly. Although the expert setting is incredibly hard, rendering this point slightly redundant, it's frustrating to lose the guesswork. Still, with 700 puzzles you'll be kept busy for some time.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Anyone hoping to be sold on this game thanks to its images must not know what Sudoku is.



Price: £0.59/\$0.99 Developer: Disney

Jelly Car 2

Dodge obstacles in a car that's made of jelly...

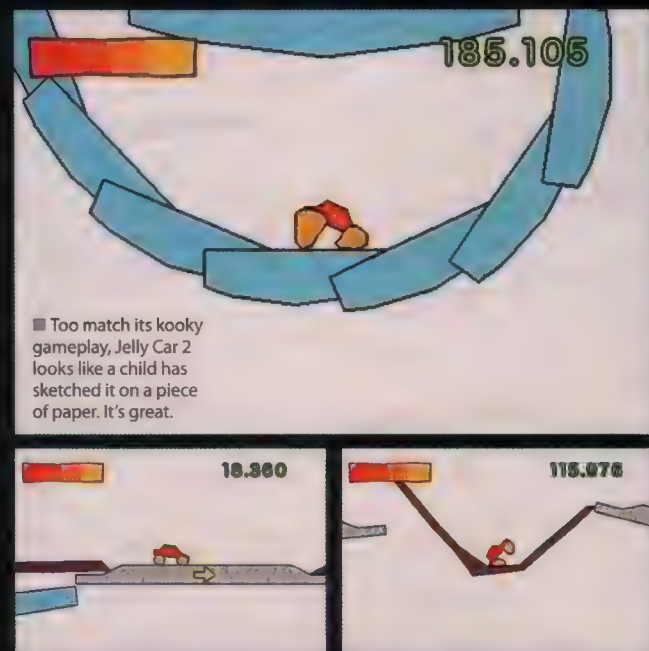


It's hard to know what you're going to get when you download a game called *Jelly Car 2*. The intrigue increases when you find out it's made by Disney. In essence you're in control of a vehicle that has the same substance as the popular dessert and it's up to you to guide the car through countless obstacles – all the while fighting against the way your ride handles. At times it may float or completely roll over, but taking control of the balance and speed by touching and tilting the screen is key. It's fantastically different and the levels are varied and well-thought-out, making *Jelly Car 2* one of the more unique ways to spend your money on the iTunes Store. It can be frustrating if you get stuck on an obstacle – random tapping seems to be the only way to shift it – but what's here is so inventive that such misdemeanours are soon forgotten.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Too much its kooky gameplay, *Jelly Car 2* looks like a child has sketched it on a piece of paper. It's great.

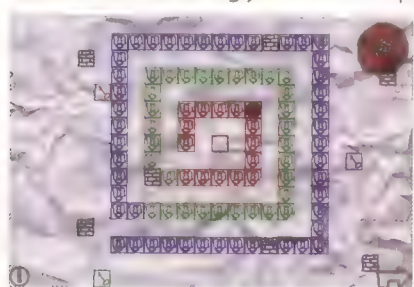
Price: £0.99 / \$0.99 Developer: Paperplane

Doodle Pubbox

One step closer to the exit



Get the box to the exit. That is the one and only goal *Doodle Pubbox* asks of you. To make it challenging, the object you're tasked with sending home can only travel in straight lines and will fly off the screen unless there's something to stop its path. Each level increases the difficulty, with some demanding you hit certain points on-screen to get rid of



the scenery that's in the way. It's a very basic premise that manages to evolve with every level you play. A solid, entertaining little game that's worth a punt.

■ You've played it a thousand times, but the tricks Pubbox has gives it a new lease of life.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

Price: Free Developer: Labfyre

You Vs Wall

It's as dumb as you think it is



As the name suggests, *You Vs Wall* puts the individual playing it up against a block of concrete. As an outline pops up on the screen, you have to pull the crash test dummy's limbs within the sketch to ensure it doesn't crash into the barrier. The idea is sound enough, but the controls can be annoying as you try and pull an arm into the position you want it as *You Vs Wall* refuses to play along. It's certainly unique and only capable on the iPhone, but never truly succeeds.



■ Stupid from the outset, *You Vs Wall* is a game that never manages to be as addictive as it wants to be.

Ratings

Longevity
★★

Fun factor
★★★★

Controls
★★

Value
★★★★

Overall Rating ★★★★★

Puzzle iPhone



Price: Free Developer: DevUK

Glass Tower 2

A fun puzzle game, but with hidden costs



■ Think of it like Jenga, but with glass instead of wood.



Now this is a nice concept. You're presented with a tower of blue and red glass blocks and the aim is to destroy the blue blocks while saving as many red ones as possible.

Tapping blue blocks causes them to disappear, which makes the red ones fall down. If they fall to far, or fall off the bottom of the screen they'll smash and break. It's a great idea, only ruined by the fact that you have to pay additional levels after the first ten stages are completed.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

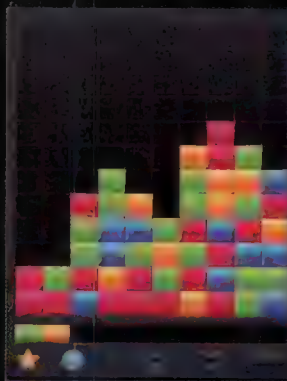
Value
★★★★

Overall Rating ★★★★★

Price: £0.59 / \$0.59 Developer: Labfyre

Line Up

A classic never dies



■ Irrelevant at first, it only takes a few minutes before *Line Up* reveals itself onto you and drags you in.



Much in the same vein of *Tetris* or *Columns*, *Line Up* takes the puzzle format that's been around for years and tries to make it accessible on the iPhone. With a barrage of coloured dots appearing on the screen, it's up to you to click on specific icons that are the same colour and pack them into groups of three. As the playing field fills up with more blocks that are added constantly, *Line Up* skillfully uses its approach to create an excellent experience.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★

Price: £5.99 Developer: Donut Games

Tilt Maze

Putting the iPhone's accelerometer to the use it was meant for



Tilt Maze has one huge problem, and its name: *Labyrinth*. An iPhone game that's received more or less universal praise for how it uses the device's features, *Tilt Maze* follows a similar route. You tilt your device in your hand and the ball on-screen will follow in that direction. Unlike the aforementioned king, though, there are no holes to try and avoid or treacherous edges to avoid – the main challenge here is speed. If leaderboards are your thing then yes, there's definitely something here for you, but those who prefer to be fighting the computer from the outset will tire of this very quickly. Given just how much more involving *Labyrinth* is, we'd highly suggest spending the money on that instead. If you already own it and fancy something different then *Tilt Maze* may suffice, although on a slightly different level.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



■ The accelerometer works well, and trying to slow down the ball by moving your hand is as fun as it always is.

■ We understand the idea it's copying, but *Tilt Maze* would have been far better if the stakes were raised.

Price: £1.99 Developer: Donut Games

Sunday Lawn

Pac-Man by any other name



It may be as old as time itself, but *Pac-Man* is still influencing games today – the latest of which is *Sunday Lawn*. Rather than a yellow 'thing' hunting down pellets as it tries to keep away from ghosts, however, you'll be steering Charlie in his attempts to cut every shade of grass while avoiding dogs, hedgehogs and other threats. The comparisons are so comparable you can even double back on yourself to stay away from danger.

This isn't to say it's not an entertaining game, though, as *Sunday Lawn* – much like its motivation – has a template that still works. The action comes thick and fast, and desperately trying to dodge a hazard when you have a high score can be quite a frantic experience. We doubt that anyone is going to be mentioning this game's name in 20 years' time, but to experience this respected formula at a lower cost, Donut Games' app does the job well.

Unblock Me



■ If you're able to get to the latter stages of *Unblock Me*, be prepared to start ripping your hair out.

■ Completely uninspiring from a visual angle, *Unblock Me*'s skill comes in how well it drags you in.



Price: £0.99/\$0.99 Developer: Jason Haslup

Toobz

Is it still as good as it ever has been on the iPhone?



PipeMania, as it is known in some circles, has some serious longevity. Constantly making itself known, most notably as of late in 2K's first *BioShock*, the process of placing tubes together to stop any water from spilling overboard is a test of rapidity and skill. Although *Toobz* follows this template, it's not the exact same thought process other versions have been quick to copy. Instead of giving you a specific end point, Haslup's production gives you a grid and simply asks you make as many connections as possible within the time limit.

Those with the talent will find they can use the random pieces to cover the whole area and block off the loose ends that would see them fail. We do prefer the original method, but *Toobz*'s approach is much more suited to the portable device and still manages to be painfully addictive. At this price, anyone who likes puzzle games should download this now.

Ratings

Longevity ★★★★★ Fun factor ★★★★★ Controls ★★★★★ Value ★★★★★

Overall Rating ★★★★★



■ *Toobz*'s longevity will have you continually coming back for more.



■ *Sunday Lawn* follows the *Pac-Man* template to a tee but is a good enough effort in its own right.

■ Donut Games describes the dogs you encounter as 'poopy'. Apparently that makes them much more dangerous.

Ratings

Longevity ★★★★★ Fun factor ★★★★★ Controls ★★★★★ Value ★★★★★

Overall Rating ★★★★★

Price: £0.99/\$0.99 Developer: Donut Games

Basic gaming that rewards your frustration



Much like *Toobz*, *Unblock Me* is also based on an old concept. For some reason (that's never explained) a red piece of wood has become trapped within a pool of brown ones and needs to be freed from captivity.

To remove it, however, is not as easy as picking it up and going on your merry way. Achieving your goal has to be completed by following a strict set of rules: every object can be shifted in the direction it's facing but can never go through another obstacle. The key, then, is to continually move each piece of wood until gaps start to appear. Follow the right pattern and you'll create a hole that's big enough to extract your target before moving on to the next puzzle.

Unblock Me can get frightfully hard, but it's so apt at getting inside your head that it's near impossible to put down. Basic gaming done fabulously well.

Ratings

Longevity ★★★★★ Fun factor ★★★★★ Controls ★★★★★ Value ★★★★★

Overall Rating ★★★★★



■ Why exactly you're firing ragdolls is anyone's guess but, as it turns out, it's exceptionally entertaining and addictive.

Price: £1.99 Developer: Backflip Studios

Ragdoll Blaster 2

It's shooting brilliance for your iPhone, with ragdolls

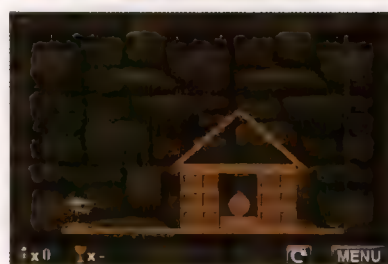


As soon as you see the Backflip Studios logo when you load up an iPhone game, a sense of excitement begins to build. Responsible for the excellent *Paper Toss*, which is still one of the most addictive offerings on the iTunes Store, it's also the brains behind *Ragdoll Blaster* – the second version of which is now available. A physics-based shooter that has you, not so surprisingly, firing ragdolls at a target, the emphasis on working out puzzles makes this a fantastic download. Rather than just giving you random items to destroy, there's always one set aim. The skill is in finding out how to hit it. Thanks to Backflip's impressive physics engine, every level is a new challenge. You may have to fire a projectile blindly over a wall, use gravity to force it where you need it to go, or manipulate the environment. *Ragdoll Blaster 2* manages to be interesting from the start to its 150th level, such is the diversity constantly on show. The real kicker, though, is how intimidating some of the tests are. There's always the option to just fire off ragdolls constantly until you are successful, but the trophy system in place means those with a competitive edge will be sucked in. Trying to work out how to hit the target using the smallest amount of 'bullets' is a game within itself – the replayability here is huge and, arguably, as in-depth as any game that's on hand.

We feel it only necessary to underline how good the physics are as well. With constant debates as to whether the iPhone is viable as a games platform, the tech on show is remarkable and continues to surprise the longer you play. *Ragdoll Blaster 2* is a hybrid of sorts, boasting the device's highlights while keeping



■ Some of the physics puzzles are so clever it's a wonder other developers aren't doing something similar.



■ As well as the excellent gameplay, visually *Ragdoll Blaster 2* is quite easy on the eyes and impressive for the iPhone.

an engaging game at its core – essentially ticking every box you would want to see marked. Some may see the price as reason not to invest, but we strongly urge people to forget such worries and give it a whirl – especially as there's a free version in existence. Definitely one of the best games you can get for your Apple-branded apparatus in 2010.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★★	★★★★

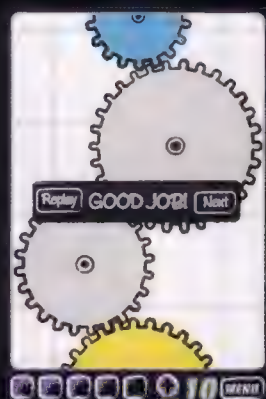
Overall Rating ★★★★★



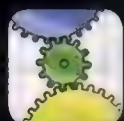
Price: \$1.79/\$2.99 Developer: Bryan Daw

Geared

Connecting the mechanical dots



■ The idea is solid but *Geared* just isn't that fun as time goes on.



Once again we find ourselves with a very simple puzzle game making its way onto the iPhone. With each scenario presenting two gears on-screen, all that's required is to link up the different-sized cogs you have in your inventory to get the orange mechanism turning. It throws a few surprises in every now and then by giving you huge gears to try and fit in to a limited space, but it's all a matter of trial and error until everything's installed. Good in short bursts but a little boring over time.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

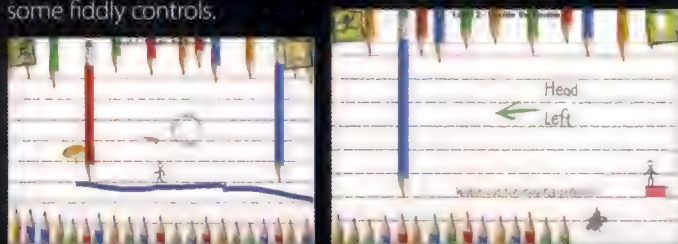
Price: \$0.59/\$0.99 Developer: The Game Creators

iDork

Walking the pencil line



Platformers aren't all that common on the iPhone, which makes *iDork* all the more interesting. In charge of a stick figure, much like the classic game *Lemmings*, all you have to do is get your man to the exit. Pencil lines have to be drawn and the hero tapped in order to walk – some levels will even require you to incorporate some jumps. It's witty, interesting and unique, dragged back down to Earth with some fiddly controls.



Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

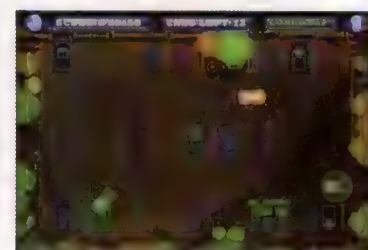
Price: \$1.99/\$2.99 Developer: Camouflaged

Valet Hero

Living the parking valet dream



If since the day you gained conscious thought you've been desperate to be a valet, finally all your desires are going to be realised. Playing out a lot like *Flight Control*, it's your responsibility to guide a number of cars into their dedicated spaces and ensure they don't crash into each other. Different vehicles will move at different speeds, meaning drawing the right paths is key – one



error usually means a collision and the game ending. *Valet Hero* isn't original, but it is fun.

■ It's incredible how much tension can be created, but when you've got multiple cars on the grid the atmosphere is nerve-racking.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

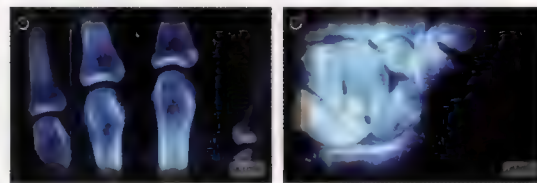
Price: \$1.99/\$2.99 Developer: Camouflaged

Amazing X-Ray FX² Pro

What a waste of time



You'd be right to think there is no way the iPhone could be used as an x-ray machine, and your thoughts would be correct. *Amazing X-Ray FX² Pro* is designed to try and trick your friends into believing such technology would actually be capable on Apple's device. Aside from being completely pointless, your buddies would have to be essentially brain dead to fall for this. Add in that it's a nightmare to control, with the accelerometer seeming to have a mind all of its own, and this is useless.



■ An app that boasts no redeeming features whatsoever and is a criminal waste of money.

Ratings

Longevity	Fun factor	Controls	Value
★☆☆☆☆	★☆☆☆☆	★☆☆☆☆	★☆☆☆☆

Overall Rating ★☆☆☆☆

Price: £0.72/\$0.99 Developer: Gamedude Ltd

Cool Curlings

Sanka, you dead?



To this day curling is somewhat of a niche sport and it continues to be on the iPhone, even though *Cool Curlings* has added a puzzle spin to it. Rather than just get you to play a game, each level adds a different challenge to the proceedings. You may have to knock a rival's puck out the way or try and get it bang in the centre of the circle. It's fun



enough, but regardless what you do the puck always seems to go off in the wrong direction. That is never the dream...

■ Although there's no hard evidence, we're quietly confident that the theme is based on the film *Cool Runnings*.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: David Derry

Disacol

Combine the colours to win



With the puzzle genre constantly trying to be original, it would seem the iPhone is the place to go to see it evolving. Although *Disacol* doesn't push it too far, it does take many of the good ideas we're familiar with and process them into one. Each level has coloured blocks on-screen that have to be pushed together to vanish. This is achieved with the 'push block', the only item that can be moved, and *Disacol* does get inventive with its brainteasing

■ The early levels may be fairly simple, but as it gets more advanced there's a real test of your mental power

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: Free Developer: Gamedude Ltd

Trace

Draw your own platformer



Much like *iDork*, *Trace* is a platformer featuring the loveable creation that is the stickman. Getting you to draw your own pathways, it follows the standard set of expectations by upping the challenge as you go and throwing more obstacles in your way. It's entertaining, but like most games of this ilk, having to create your own platforms can be so frustrating when it



continually draws the line in the wrong place. It's free, though, which always means it gets an easier ride.

■ This kind of idea is running rampant through the App Store. If developers aren't careful, it could become very dull.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

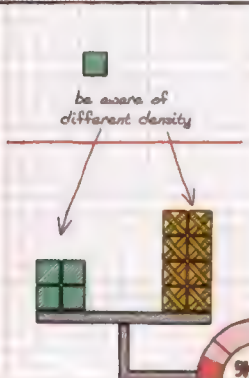
Overall Rating ★★★★★

Price: Free Developer: Gamedude Ltd

Drop Brick

Dropping in to wind you up

Level 3



■ It's a fairly obvious concept but it just doesn't work on the iPhone due to the frustrating control setup.



There's something mildly infuriating when a game asks you to keep a platform balanced. The intricate nature of such a task means, unless the controls at your disposal are excellent, it's going to be frustrating. As you've probably worked out, *Drop Brick* raises such feelings. As boxes fall you must direct them onto the landing below and keep the weight even. Certain objects will be heavier than others as well, meaning it's essential to always be one step ahead of the game.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



Price: £1.19/\$1.99 Developer: Digital Chocolate

Tower Bloxx Deluxe 3D

So this was the point of it



Although not all of you may be aware, *Tower Bloxx Deluxe* made multiple appearances when it first touched down. For the majority, it was the Xbox 360's Xbox Live Arcade version that garnered the most attention. Unfortunately, it didn't seem to make much sense. While the premise was sound, dropping floating boxes onto one another to form a building was just far too easy. Not only that, but at 800 Microsoft Points – which is the equivalent of £6.80/\$10.00 – it was ridiculously overpriced. On the iPhone, however, at a much more reasonable price, all of a sudden *Tower Bloxx Deluxe 3D* comes into its own.

For starters, the original setup – which still involves a good sense of timing so the swinging block lands on the grounded one below – works far better when it's your finger in control. All of a sudden there is an element of skill involved, and those who frivolously tap away will find their tower collapses rather quickly. Considering the vast differences in cost, it's a delight to find all the same options here too. The career mode centres around building an entire town, and even if this does lack variety (it's just the same idea but shoehorned into a silly narrative) the slight curveballs it does work in gives it a sense of depth.

The same can be said of the multiplayer that can, if you want, be played on one device. Again, it follows the same set of rules, but having two friends mash at their iPhones like crazy people trying to construct their building first is both fun and a great way

■ The idea does get a little repetitive after a while, but played in short bursts it remains fun for a long time.

■ In Sim City-life fashion, you can govern your own town and build the structures that can be found there.



to annoy a group of people on a train... So, yes, there's always a threat that *Tower Bloxx* will run out of steam, but the choice is usually in your hands. Play it too long and it does become dull, but keep it in moderation and this is definitely the definitive version of a very quirky and interesting game. With the usual social networking sites tied directly into the app and the always-enjoyable time challenge mode, *Tower Bloxx* should remember where its strengths lie and stick with the iPhone crowd.



■ One-device multiplayer is an under-used option that we'd like to see more of.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★★	★★★

Overall Rating ★★★★★

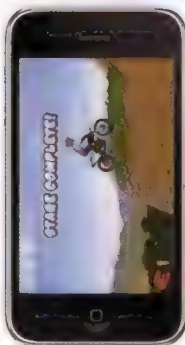


Racing

There's a wide variety of racing styles in the App Store, with new games being launched every day. On the one hand there's the big-budget franchise efforts in the form of *Need For Speed: Shift* and *Fast & Furious Adrenaline*, and at the other end there are playable 2D games from small bedroom-based coders. The presentation of *NFS* and *F&F* is generally a class above more modest releases, but it's good to see that EA in particular acknowledges that this isn't a console and that controlling the car is paramount. Of

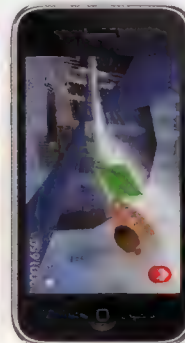
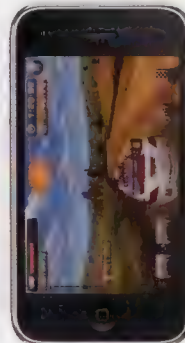
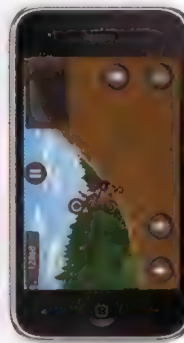


With
iPad
reviews



course, there's a technical challenge in that the more rival cars and scenery plus extended draw onscreen, the more data to deal with, and frame rates become an issue. As you'll see from the reviews, some games deal with this successfully – *2XL ATV Off Road* is graphically superb and runs flawlessly. By turn, *NFS: Shift* is positively pedestrian in comparison. There are signs of real innovation as well. *Monster Trucks Nitro* takes the 2D sideways-scrolling genre and throws in great visuals, 3D cars and complete carnage, while

Touch Racing Nitro comes up with a completely different way of controlling the car. Thanks to the popularity of the iPhone platform, the creative types in big business have come sniffing around. Remember the waterslide adventure through a bland Euro-city on behalf of Barclaycard? Well, now you can relive that in person while having the branding subconsciously reinforced. So, whatever your racing preference, there is a wide range of games on the App Store to back it up.



Racing

Steer your iPhone to victory with these excellent racing games

- 106 Real Racing HD**
The best racer on the iPad?
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Fast-paced, sci-fi racing app
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An excellent retro racing app
- 115 Fast & Furious Adrenaline**
All the babes and the cars
- 115 Alpine Crawler World**
Sideways-scroll all over the world
- 115 Dreamtime Racer**
Are your dreams anything like this?



■ Create your own paint jobs using an image editor on your PC.

Price: £5.99/\$9.99 Developer: Firemint

Real Racing HD

Amazing graphics, perfect controls and loads of vehicles – is this the best racer on the iPad?



Real Racing has been the definitive racer for the iPhone since the game's release in June 2009. Its first-person perspective is unmatched, the graphics sublime and the AI aggressive. So, when an iPad version was announced in time for the device's release, we couldn't have been more excited – the best racing game on a multitouch device was going HD.

And so it did, we can't help but be a little disappointed. There are no new tracks or vehicles, the cars still don't have transparent windows, and there is still only three gaming modes available. Don't let that put you off though, this is still a classic that feels perfectly at home on the iPad.

The graphics have been tweaked with higher-resolution textures, improved reflections and more. You really do feel like you're racing a real vehicle, and with the larger 9.7-inch display the experience is even more absorbing. The controls feel more natural on the iPad – it's like holding a real steering wheel – and the career mode is still addictive and thorough. You'll find 12 multi-course cups to race through, each with a variation of vehicles to race and buy. The game begins with 'hatch' cars, but soon introduces 'muscle' vehicles and 'exotic' racers. Basically, they get faster and beefier-looking throughout the game. Towards the end of the career mode you'll be clinging to the iPad as the tracks whiz by



■ The tracks are varied and exciting.



■ Race against your own ghost in Time Trial.

at breakneck speed. The two other game modes, Time Trial and Quick Play, are exactly as you'd expect and a great way to quickly jump into the game.

There is one important new feature in this iPad version – the ability to re-skin any vehicle using images from your photo album. This isn't as easy as tapping on an image and watching the app do the job, as you'll need to export a built-in skin, edit it in your favourite paint program, and then import the edited skin back into the game. If you don't feel like unleashing your creative side then worry not – you'll find a selection of new and user-made skins at the Firemint website, accessible through the game's menu.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Price: £1.19/\$1.99 Developer: DS Media Labs, Inc

Light Riders HD

Destroy your opponents in this action racer



This is a classic Tron racer, where the player needs to create a wall of light using their light bike to trap and destroy the opposing players. The game is controlled by tapping on the left and right of the screen to turn the bike, and a mini-map in the upper-right corner is essential in



keeping track of your opponents. If the AI doesn't cut the mustard, then a multiplayer mode enables up to four players to compete over Wi-Fi. A fun game, but it won't be for everyone.

■ On the iPad screen this is a fast-paced and attractive game.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: Cobra Mobile Ltd

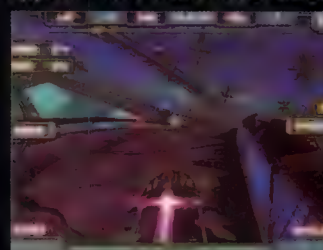
Low Grav Racer 2 HD

A fast-paced sci-fi racer for your iPad



Hover racing has never been this much fun.

There's 18 tracks included, each with incredible graphics that include detailed track-side scenery, motion blur and real-time reflections. The vehicles are a mix of floating racing pods, and as you race power-ups appear in the track that enable you to fire an assortment of



weapons or receive a speed boost. The AI is totally aggressive – it's a struggle to reach first place by the end of each race.

■ A time trial mode is included for you to perfect your flying/racing skills.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £0.79/\$0.99 Developer: Mad Processor GmbH

Asphalt 5 HD

Arcade racing at its best, now in HD



If you're looking for an arcade racer with incredible graphics and easy controls – this is it. Everything from the iPhone version has been brought over to the iPad, the same 12 cities to

race through, and the same 33 vehicles. The graphics have been given even more polish, so this is real eye-candy – easily the most colourful and vibrant racer on the iPad. The physics are basic, however, and the AI is relentless. This is one racer where true driving skills are needed.



■ Race through cities, mountain towns and beach resorts.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

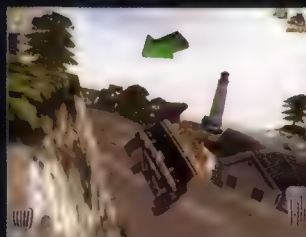
Price: £0.79/\$0.99 Developer: Mad Processor GmbH

Parcel Panic - Post Car Racer 3D

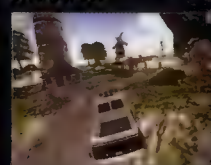
An interesting delivery man theme



This is perhaps the most charming racer on the iPad. Your task is to pick up crates and deliver them to various locations within a time limit. The game takes place upon an island populated by a lighthouse, windmill, docks, houses and shops. The graphics are detailed and wonderfully textured, and a convincing physics engine produces a realistic driving experience – the crates on your van even roll around.



■ Some of the best graphics you'll see on the iPad.



■ For a more relaxed experience, play the game in Free Roam mode.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £3.99/\$ Developer:

Need For Speed: Shift

Like taking your driving test, but with Vin Diesel holding the clipboard



The world of *Need For Speed* has now split into two camps, with each one getting a new delivery every other year. Last year it was the turn of the pseudo-realistic driving experience, *Shift*, as opposed to the arcade antics of *Underground* the year before. *Shift* is the latest version on the App Store and is generally more controllable than its big brother. The first pit stop is to follow a tutorial in driving the right braking lines and getting used to the handling. Then, after setting the difficulty level, it's on to the cars and a choice of boy-racer Golf GTi or Mazda RX-8 to get things rolling. The basic gameflow is to select an event, win it and gain style/performance stars, which in turn opens up more events and the chance to

upgrade the car to progress through from tier-one cars to the top-rated ones in tier four. Points and stars are awarded for things like best driving line, clean sectors, slipstreaming, knockouts, blocks and cornering. There are 20 licensed cars in total.

The standard racing view is from behind the wheel, in the cockpit, which distinguishes *Shift* from most racing games. This can be changed to a more familiar exterior view if preferred. Other options include being able to add your own music to the ones on offer. The main decision to make, though, is the driving level. Rookie uses assists, including automatic braking and transmission. To be honest, this leads to races that are as exciting as taking a driving test. Pro turns off the assists but uses auto transmission, while Expert has you changing gear as well and is only recommended for purists and masochists. A custom option allows mixing and matching – but auto accelerate can't be turned to manual on any setting, which is a minus point.

The graphics are good but they're not outstanding. Of more concern is that, on 2G iPod touch or 3G iPhones, there is the occasional frame stutter and ironically, for a game with the *NFS* branding, it appears positively pedestrian compared to other racers. There's all the usual options for upgrading and one-off races including head-to-head, and the general experience is a good one, but the overall impression is more regular diesel than Vin Diesel.

Ratings

Longevity
★★★★

Fun factor
★★★★☆

Controls
★★★★☆

Value
★★★★

Overall Rating ★★★★★



■ The exterior view shows more of the scenery, makes driving easier and drifting is less likely to result in a crash.



■ Upgrades and cosmetic modifications are all par for the course with a *NFS* game. Here we're getting some nicer alloys.



■ The driver profile is handy, as it shows your score, badges, record and level of driving achievement to date.

Price: £2.99/\$3.99 Developer: 2XL Games

2XL ATV Off Road

Pulling off stunts on your ATV has never looked so good



Rallying in cars is one thing – you've got a safety net of metal all around you – but doing it on quad bikes or ATVs is a recipe for a trip to the hospital. Luckily, there's nothing more than your game-playing pride to hurt in this feature-rich racer. Forget about 2D racing over lumpy scenery, this is fast and furious 3D with excellent graphics and well balanced gameplay that starts with easy opposition before ramping the difficulty level up. The presentation is slick, starting with intro videos before offering discounts to American retailers. Eventually you do get to the game, which has throttle, brake and tilt controls. The display is from behind the rider and there are six stunt types that can be pulled while in the air. Memorise what they are, otherwise it will be face-in-the-dirt time. The ATVs race round the track, unlocking further races or garnering points in career mode. This action-packed game really looks the business.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★	★★★★★

Overall Rating ★★★★★



■ Flying through the air – now try to pull a few of the six stunt moves while you're at it.

■ The accelerometer can be a little tricky, leading to sharp turns into hoardings on the corners.

Price: £0.59/\$0.99 Developer: Jang Chan Woo

iTheft Auto

Go robbing cars old-skool style with this top-down adventure



Once upon a time, back when games were still being knocked out by enthusiastic, sweaty coders with no sense of personal hygiene, a top-down car-jacking and crime-spree game was busy enraging *Daily Mail* readers. Yes, it was the original *Grand Theft Auto*. Cue *iTheft Auto* and a shameless attempt to emulate the glory of old. The top-down view is familiar, but that's about it, because the game consists of matching two colours to activate the theft and then navigating the car out of a car park without touching other cars and obstacles. There are three control methods for turning the steering wheel, including an exercise in foolhardiness that is trusting to the accelerometer. There's no high-speed jinks though, because the manoeuvring takes place in increasingly busy and congested areas, so the driving gets slower. An irritating tune, basic graphics and dull gameplay round of a memory trip that's best forgotten.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ The adventure starts with a simple exercise in matching colours to hotwire the car.



■ Okay, it's nothing like real life or *Grand Theft Auto*. There's more complex, slow, careful manoeuvring required.



■ Keep the tyres flat to the ground to keep up with the green shadow car as you race over numerous obstacles.

■ While in the air, try to pull off flips for a nitro boost.



Price: £0.59/\$0.99 Developer: [Developer Name]

Monster Trucks Nitro 2

Admire the environment, then destroy it in a monster truck

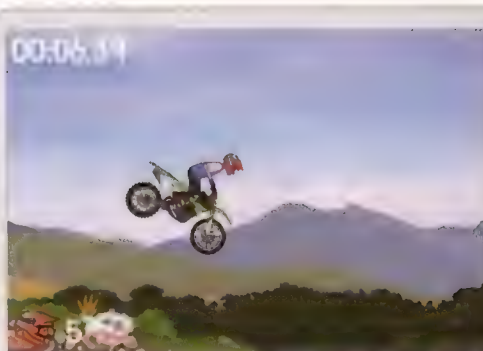


It isn't often that you can liken a Japanese TV programme to a sideways-scrolling monster truck game, but while racing the green shadow car over chaotic scenery, the obstacle course with the wrecking ball from *Takeshi's Castle* comes to mind. *Monster Trucks Nitro 2* takes the well worn and quite tedious premise of sideways-scrolling scenery with automatic acceleration and some obstacles to get over and turns it into a carnage-strewn, gravity-defying race against time. The aim of the game is to rotate the truck to get maximum lift on jumps and flips where possible to gain nitro boosts, and get the tyres back on the ground to keep the speed up – as shown by the green shadow car. There are plenty of courses with a wide variety of environments and obstacles, leaderboards and prize money to be won. Best of all, the trucks are a shiny 3D, and the chaos caused during the race is a visual feast.

Ratings

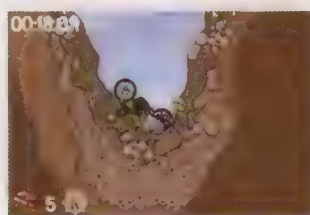
Longevity	Fun factor	Controls	Value
★★★★☆	★★★★☆	★★★★★	★★★★★

Overall Rating ★★★★★



■ Careful use of the accelerometer is required to keep your rider in the saddle – it really isn't easy.

■ But with a modicum of skill and patience, each section (though difficult) is playable.



Price: £0.59/\$0.99 Developer: [Developer Name]

Moto X Mayhem

As much mayhem as you can actually have scrolling sideways

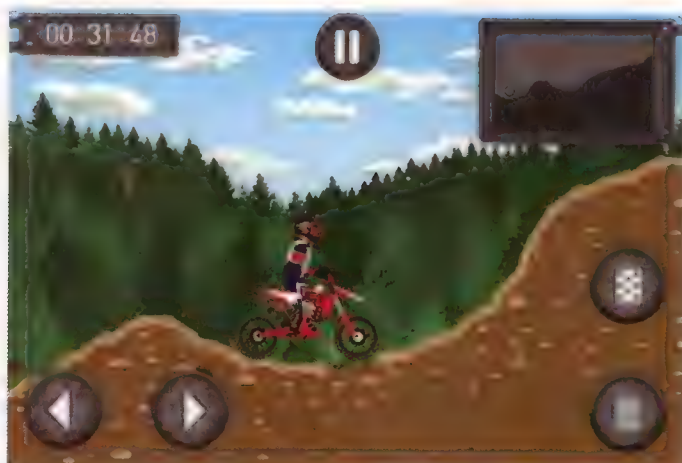


Two different approaches to making exactly the same game, with *Moto X Mayhem* here and *Motocross Pro Rider*. The differences are that the animation is a class above with Mayhem, there's more sound effects and the gameplay is a touch more sophisticated. The basics are the same – sideways scrolling terrain, complete to unlock the next one – but there are crucial differences. For one thing, you can start at the first stage of any of three levels here, rather than just the first. Second, the controls of accelerate, brake and tilt require more subtlety and, the because of that, the maps need to be memorised in places. It's no good going flat-out all the time or accidents will happen, but equally there are crevasses and traps that need full speed to avoid so a careful balance needs to be struck. One thing that could have been better is the choice of controls. You have to use the accelerometer to control the tilting of the rider and bike, and this is fairly tricky at times. So, better than *Motocross Pro Rider*, but not overly thrilling either.

Ratings

Longevity	Fun factor	Controls	Value
★★★☆☆	★★★★☆	★★★★☆	★★★★☆

Overall Rating ★★★★★



■ The background doesn't move, just the foreground muddy hill with the rider bouncing along.

■ Press on to complete six sections and an entire new course is available for both game modes.

Price: £0.59/\$0.99 Developer: [Dracoder](#)

Motocross Pro Rider

A sideways scroll over steep hills and dangerous drops



The staple diet of Saturday afternoon sports programming from the Seventies and Eighties, motocross returns in sideways scrolling form for you here. The objective is simple; complete each track and section in the fastest time possible, perform tricks to score points and unlock achievements, and upload the results to the Open Feint network to brag about it afterwards. Control can be accelerometer or touch pressure, and you can also accelerate and brake while the track scrolls by sideways (with lumpy scenery as expected). Compared to something like *Monster Trucks Nitro 2*, this is positively archaic with very mediocre graphics. However, the controls do work well so it's very playable. That said, the fact that one accident sends you back to the start of the track is no incentive to try the flips and is pretty annoying if it happens right at the end. So, decent enough, but less fun than watching it on TV.

Ratings

Longevity	Fun factor	Controls	Value
★★	★★★	★★★★	★★★★

Overall Rating ★★☆☆☆



■ Your car is usually faster than the opposition, but the ridiculous steering and rocket-propelled acceleration make it impossible to control.

■ Having selected your car you can pay for upgrades in the shop. Coins can be collected on the course.

Price: £1.19/\$1.99 Developer: [Dracoder](#)

Racing Mania

Tiny cars on a tiny screen in a teeny, tiny world



Yes, 'tiny racer' might have been a better title for this super-sprint-goes-cross-country style game. It's a whopping 92Mb download, but how much of that is wasted on the opening video that not only can't be skipped first time round, but also isn't representative of the game anyway? Once in the game itself, the first decision is which car to choose. They offer varying specifications, from parameters that include speed, drifting ability, acceleration, turning ability and how much damage they can take. Top tip straight off: get one that has the worst turning ability. There's cash to be spent on upgrades, even at the start, but more so if you ever finish a race near the top. Then it's race time with an initial map to try. The main problem here is one of control. The cars turn and accelerate far too quickly, resulting in constant collision with the scenery and the on-screen left-right controls are glued together.

Ratings

Longevity	Fun factor	Controls	Value
★★	★★★	★	★★

Overall Rating ★★☆☆☆

Price: \$9.99 Developer: iRacing

Rally Master Pro 3D

Enjoy a nice drive in the countryside, by ploughing your car through it



The countryside. A green and pleasant oasis in a hectic world some might say, but probably not those who like speeding metal around muddy hairpins and along bone-shattering dirt tracks. We refer, of course, to the most back-to-nature driving experience of all – the rally. The first question you'll want answering is this: time trial or head-to-head race? Rally diehards rejoice because it's all against the clock, but that doesn't lessen the excitement because each leg of the rally has time checkpoints that flag how far behind you are. There are three rallies – starting with Amateur, then Pro and finally Expert – each needing to be completed in turn to unlock the next. However, even Amateur is both hard and totally unforgiving. There

is almost no opportunity to catch up except by perfect driving, and should you run into a wall or commit any kind of serious mistake then you can scrub that leg and get ready for a re-run. That at least helps salve the pain of losing the medal position on the final leg of the nine stages. If you made a right mess of it, the stage can be restarted.

Control-wise, there's the accelerometer-only steering, which is akin to piloting a barge; the analogue wheel, which is accurate but requires practice and small fingers; and a more traditional digital left-right option. The latter two are touch-screen operated.

After a few rounds of driving the car into a hedge/fence/rock wall, it starts to look like the forgotten rust-bucket at the back of a dodgy second-hand dealer car lot. The damage can be fixed automatically, though obviously not to showroom standard, or you can have a go yourself.

There are Time Trial and Adrenaline race options, but again, only once the rallies in Career mode have been completed. Graphically it all looks very nice, and while fairly flat to start with it soon starts to incorporate hills and mountains, narrow bridges, tunnels and canyons. The weather also changes as the game progresses as well. There's even a co-pilot giving driving instructions, which are repeated on-screen. So, it's tough, but rewards practice and skill and is a great game to showcase the iPhone's abilities.

Ratings

Longevity	Fun factor	Controls	Value
★★★★☆	★★★★☆	★★★★☆	★★★★☆

Overall Rating ★★★★★



■ The choice of controls is yours, from accelerometer to digital finger pressing.



■ And then it needs to be fixed, either by your slack-jawed crew or by you via the spanner game.



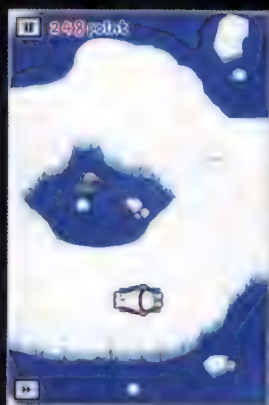
■ Once the race is over, you can watch how you terrified the local wildlife on a TV-camera-style playback.



Price: £0.59/\$0.99 Developer: 1shotgaming

Polar Bear Racing

Here's the result of global warming for you



Direct the bear up and down, left and right, all with your finger.



As you'll guess from the title, this racer doesn't involved pouty babes and petrol-sucking machines.

Instead, it's an ecological message wrapped up in an arcade game. The ice is melting, so control the polar bear as it escapes. One finger touches the screen to accelerate, the other traces the position of the bear on the ice, following your touches. Sausage fingers and ham-sized hands will find this impossible, but it works for kids – and that's where the adequate graphics are aimed as well.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Inner Four Inc.

Stock Car Racing 3D

All the tedium of stock cars with none of the glamour



Let's face it, if *Days Of Thunder* with its smart graphics, a story and cut scenes can't make stock car racing interesting, what chance does this piece of indie tat have? There is a choice of steering (touch or

accelerometer), three different camera views from inside the badly drawn cockpit to outside, three tracks and five rival drivers. The steering is wobbly, the AI drivers aren't great, the car can get stuck



against the walls and the graphics are dreadful, no matter what the view. It's everything you hate about stock car racing, all in one app.

Exterior view, touch steering, and that wall on your right is meant to be the grandstand.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £2.39/\$3.49 Developer: Fish Labs

Volkswagen Touareg Challenge

The title is a mouthful



Gotta love the corporate suits who have cottoned on to increasing brand awareness via free iPhone apps. Select some wheels for your Touareg and then it's SUV off-road rally time against the clock. Or the time trial, which is also, er, against the clock. The graphics are decent enough, courtesy of developer Fish Labs, but the



accelerator is clumsy and it feels sluggish at times. Not a bad effort, but you wouldn't want to pay for it.

The big gas pedal is a bit unwieldy and the control is more sluggish than high-performance SUV.

Ratings

Longevity

★★★☆☆

Fun factor

★★★☆☆

Controls

★★★☆☆

Value

★★★★☆

Overall Rating ★★★★★

Price: £2.39/\$3.49 Developer: Fish Labs

Touch Racing Nitro

You'll be all thumbs with this isometric view racer



Here's how to take the world of *Super Sprint* and make it work on a touch screen device. *Touch Racing* features tournament or time trial modes, 18 tracks and 12 vehicles – all tiny needless to say. The graphics and presentation are neat, but it's the controls that are the talking point. It's entirely touch controlled, including steering, where a press of the thumb indicates where you want the car to



go. There are some issues, like when the car crashes it's hard to get it going again, but otherwise the innovative system works well and it's great fun.

In the bottom corner is your nitro. Make sure you use it wisely.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £2.99/\$3.99 Developer: Gameloft SA

Shrek Kart

Don't be a kind and courteous driver, be an ogre



Check out the characters and their karts. Each one has unique characteristics and powers. I want to be Donkey!



Look, there's no way around this, no way it can't be said, but *Shrek Kart* is a kart game in the style of a certain plumber. You know who I mean. That's no bad thing, of course, because it ensures oodles of options, lively graphics, power ups a plenty and all your favourite characters from the films. That is, in fact, the starting point, because rather than just selecting a kart with its own unique characteristics and plonking Shrek into it, each of the 10+ karts has its own style and associated drive. If you want to drive as Fiona or Donkey, here's your chance this side of a fancy dress shop. There's plenty to tackle in single player mode with one-off races, tournaments around the various locations from the films, challenges and arena modes. If you get bored with that then there's Wi-Fi (six players) and Bluetooth (two players) connectivity for head-to-head races. Not cheap, but considerably more attractive than the green hero himself.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

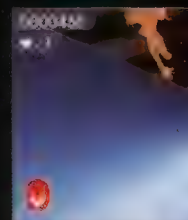
Price: Free Developer: Danc Digital

Waterslide Extreme

Ride the slide baby, all the way to corporate brand awareness



We've all seen the Barclaycard advert featuring a waterslide ride through a city. Well, the faceless suits have decided to cash in on the Facebook fan page that declares they want to ride the waterslide by providing the next best thing, an iPhone app for it. So, to the game then, where the player can be male or female and view either just the legs or all the body while splashing down the slide. There are nine levels with points to collect as the slide navigates through a cityscape. There are obstacles that slow the player down and the correct sliding line needs to be taken to rack the speed up. Unlike the CGI adverts, slipping over the edge here is possible and costs a life. Good points are that the accelerometer is configurable so it's very easy to control, it's free and it's fun in a bland kind of way. Scores can also be uploaded to compete globally. Bad points are that the graphics are simplistic and you've just sold your soul to a corporate behemoth.



Ratings

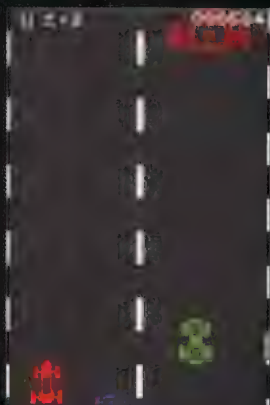
Longevity	Fun factor	Controls	Value
★★★★★	★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Aylee Mobile Applications

8-Bit Race

Go back in time to when 8-bit computers roamed the land



■ You are the red car, avoid the other colour cars. It's all a metaphor for life's problems.



Our recollection of 8-bit racing was pseudo-3D arcade games and then full on simulators. Oh, and top-down *Spy Hunter*-style efforts as well. And that's what you get here, a top-down view with a scrolling road and cars lumbering towards you. Dodge them to score points and finish levels, hit them to lose a life. Control is accelerometer left-right dodging and is acceptable, and there are power ups. Sadly the graphics are abysmal and it provides almost no enjoyment at all.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

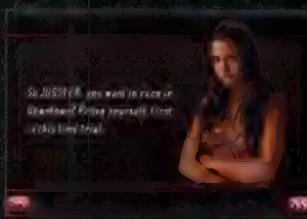
Price: £0.59/\$0.99 Developer: Digital Bridges Ltd

Fast & Furious Adrenaline

The babes and cars franchise returns



Although not tied in to the most recent movie, a number of your favourite characters make up the crews for the turf wars mode, so get set to battle Johnny Tran, Letty, Hector and Brian. You can also have a quick thrash of one-off races or take on friends in Wi-Fi and Bluetooth multiplayer. The story mode is where the fun is, with superb presentation as usual. It's a lot of fun.



■ Now that's what I'm talking about – get ready to race as part of Letty's crew.



■ There's a variety of race types, from sprints to knockouts.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer:

Alpine Crawler World

Sideways scrolling all over the world



Sideways-scrolling action over three tough terrain types. There's free ride, time trial and challenge modes, four different cars and 30 levels in total.

The graphics are good for a sideways scroller (though not *Monster Truck Nitro* good) and the control is spot on. The trick is to go fast enough to make the times while



avoiding flipping the car or crunching it and losing health points. It's nicely balanced and the graphics are smooth.

■ You'll want to avoid landings like this as it depletes the health counter very quickly.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

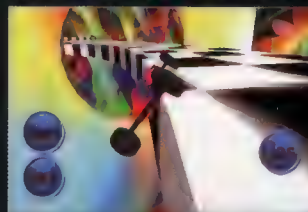
Price: £0.59/\$0.99 Developer: Baker Bell

Dreamtime Racer

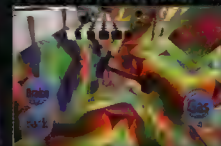
Our dreams are a lot more interesting than this



Psychedelic backgrounds represent the dream state, obstacles along the track your inner conflict. Steer the racer along with brake, gas and back controls to avoid falling off the edge. Complete a level and the dream carries on. A simple premise let down by sluggish steering and abject graphics from the Unity engine. Initial levels are easy because it doesn't race against the clock, but later ones require speed for jumps. More of a tech demo than a game.



■ Oh yeah, sliding off the race track as we drive through a glowing doughnut. We get that dream all the time.



■ Further on you need to get up speed to make jumps, but the control is pretty sluggish.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★



RPG

Gaming tastes are changing and more and more people are realising that there is so much more to Apple's iPhone than it being a simple device to play mini-games on. As developers are beginning to realise the machine's strengths and weaknesses and pushing the touch screen interface more than ever, RPGs are becoming more popular on the machine.

While identikit MMORPGs like *iMobsters* and *Zombies* have always been popular on Apple's device, they're designed on the philosophy of simple





With
iPad
reviews

pick up and play gaming. This, of course, is perfectly fine, but sometimes you want something with more to it and this makes RPGs perfect for the iPhone.

No one seems to know this more than Square Enix and in the last year it's really taken to the iPhone like a proverbial duck to water. Innovating with *Song Summoner* and delivering past hits like *Final Fantasy*, it's struck gold with its latest game *Chaos Rings*, due to it delivering an experience that's easily on par with any PSP or DS RPG.

Other developers have taken up the challenge and the end result is a great blend of traditional RPGs and Strategy RPGs. Don't believe us? Then look over the following pages. You'll be pleasantly surprised by the sheer amount of variety that's now on offer.



RPG

Lengthy portable adventures for those with plenty of time

- 118 **Dungeon Hunter HD**
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Create troops with songs
- 125 **Fighting Fantasy: The Warlock Of Firetop Mountain**
A classic book hits the iPhone

Price: £3.99/\$6.99 Developer: Gameloft

Dungeon Hunter HD

An iPhone game updated for the iPad, but the faults remain...



Borrowing heavily from the engine that runs the game *Hero Of Sparta*, *Dungeon Hunter* adds a little bit more of a plot and some more interactions into the mix in this optimised version on the iPad.

The screen on the iPad makes the action incredibly detailed and a lot of fun. Sadly, if you've played *Hero Of Sparta* you'll know that the action elements and the controls can be a bit tedious. If this is your first foray into this particular RPG system on a touch device, however, then there's no doubt you'll find a lot to like. The story is interesting, and the tutorials are clear and easy to skip if you're

happy to find your own way. There are far more questing elements in *Dungeon Hunter*, too, and it's a much more complete game than its evolutionary counterpart, *Hero Of Sparta*.

We can see why this was the game of choice for Gameloft to optimise. As the story unfolds you get the opportunity to develop your character and the choices you make will affect gameplay later on. In the same vein you can deviate from the structured quests and participate in additional stories that will also help your character and eventually lead to new levels. The graphics in this game are truly incredible and the proximity with which it is played means that it feels even more absorbing.

The same control limitation that plagues the iPhone is present in this game, however. The virtual joystick isn't as hard to control as it is on the iPhone, though, as a result of the much larger screen. Should your fingers slip away from the controls they won't ruin your view of the game. There is the option to disable the joypad and use a tap-to-move system but we found this annoying when trying to engage enemies in battle. When these moments of violence occur you will find yourself cursing the lack of physical buttons, but on the whole they are short lived and the game as a whole doesn't really suffer. If you are a fan of this genre then this game ranks high on the playability and storyline stakes.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Battling enemies can become slightly frustrating as you tap like mad on your iPad.



■ The plot takes you through a myriad of well designed levels.



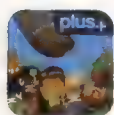
■ Gameplay is smooth and objects are easy to interact with.



Price: Free Developer: [redacted]

GodFinger

Everyone gets the finger



With an addictive evolution engine akin to that of *Spore*, this excellent game is absorbing and entertaining from the second you start the tutorials.

You play God and are responsible for a world and its inhabitants. If you can get them to worship you you'll gain points and then gold, which in turn will allow you to reward followers. A social element is built in using the Plus+ system, which you'll need to sign in to. Using this system you can connect with friends and compare scores. The time continuation system means that events can unfold while you're not playing, meaning the game always grows and you can dip in and out for brief but meaningful contributions to the world you're looking after. A fantastic time waster and a must for all iPad owners

Ratings

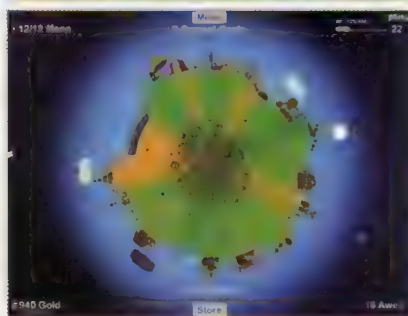
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ Create a world full of appreciative worshippers – just like in real life...

■ If only gaining followers was as easy as this in real life.

Price: £2.99/\$3.99 Developer: [redacted]

NetHack HD

The classic role-player comes to the iPad



Having had no experience of the original game, we unfortunately can't offer the warm glow of fond memories into this review that usually come with such nostalgic releases. What we can say is that this certainly seems like an incredibly faithful reproduction of the original 1987 role-player. It spans nearly 50 levels and will take your tiny character through a myriad of dungeons and quests.

As you go about your adventure you'll get to defeat monsters, discover treasure and pick up money. It's a classic take on the old dungeon crawlers and also has nods to the RPG classic *Dungeons & Dragons*.

There's no doubt that gaming gurus will find something sentimental in the throwback nature of the game, but with all the other options available on the App Store this can't really compete with everything else that's currently on offer. As this game is free it's certainly well worth taking a look at if you fancy a walk down memory lane, but newcomers will be disappointed by what's actually on offer.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ The reproduction is faithful, down to the very pixels used.

Price: £749/\$1299 Developer: Media Vision

Chaos Rings

Media Vision proves that two heads really are better than one



Whatever you do, do not be put off by *Chaos Rings'* admittedly high price tag. For if you do you'll be missing out on the most impressive RPG we've ever seen hit Apple's popular device.

Of course, when you consider the heritage of the company it's published by, this should really come as no surprise. After all, Square has been excelling at RPGs since *Final Fantasy* was released in 1987, so it knows what's needed in order to create a good one. And yet we're still staggered by just how clever *Chaos Rings* actually is.

Admittedly it's built on typical RPG clichés – heroes wake up in pairs in a strange place with no idea how they got there – but

there are plenty of neat ideas thrown in to ensure that it still feels fresh and exciting. The most interesting of which is easily the clever combat system that's been employed. Fighting in pairs, you decide to battle individually or together. If you choose to fight as a team you'll inflict far more damage on your opponents, the kicker being that when they attack you back both characters take damage. Another nice touch is that defeating monsters unlocks new abilities – known as genes – that can be equipped to your characters.

The main goal is to make your way through the Ark Arena battling other couples and monsters that are trapped within it. Once you've finally managed your quest you'll unlock additional couples – you start with a choice of two – meaning there's a surprising amount of replay value, far more than traditional RPGs. Another addition to *Chaos Rings* is the inclusion of single screen puzzles that require you to get to the exit and recover all the crystals that are dotted about the screen. While they initially add a bit of variety to *Chaos Rings'* gameplay, they're arguably a weak link and aren't as well defined as the superb combat.

Add in truly glorious visuals, a sweeping orchestral soundtrack and wonderfully implemented controls and *Chaos Rings* is easily the best RPG currently available for Apple's machine. Even if it does cost a small fortune.



The visuals throughout *Chaos Rings* are truly impressive thanks to well designed backgrounds and excellent animation.



While the puzzles add variety, later ones tend to be annoyingly tricky to work out, and do get a little frustrating sometimes.

Ratings			
Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



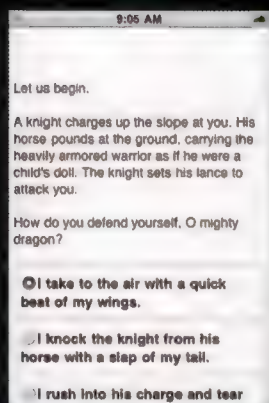
No RPG would be complete without ridiculously large bosses to defeat and *Chaos Rings* has plenty of them.



Price: Free Developer: Choice of Games

Choice Of The Dragon

An RPG that doesn't drag-on



It's simple stuff, but *Choice Of The Dragon* is very compelling.



Choice Of The Dragon does exactly what the name suggests. You play a dragon and make choices. This multiple choice RPG may lack visuals and boast only minimal sound, but it's a highly entertaining adventure that sees you trying to sustain a fortune, defend yourself against knights and find a mate. Amusing in places – many of the choices had us chuckling to ourselves – it's a world apart from the traditional text-based adventure and easily worth a download.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

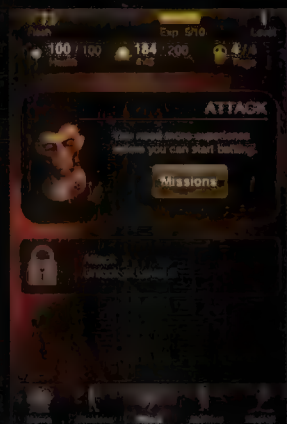
★★★★★

Overall Rating ★★★★★

Price: Free Developer: Storm8

Zombies Live

We want some braaaains!



These MMORPGs are ten-a-penny and this offers nothing new.



MMORPGs are massively popular on the iPhone. They're also largely the same, allowing you to play them for free, or buy additional bonuses and experience points for real cash if you're bored of the purposely slow pace they run at. Therefore it's usually just a case of finding a theme you enjoy and going with it. We went for zombies as we're fans of George Romero, but let's face it, if you've played one of these, you've played them all.

Ratings

Longevity

★★★☆☆

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

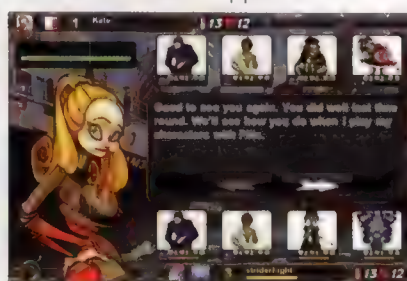
Price: Free Developer: Ecost

Urban Rivals

Cards that level up



Now this is rather refreshing. *Urban Rivals* takes the concept of Top Trumps, but goes one further by allowing you to level up and continually gain experience, therefore unlocking better and more powerful cards. The concept is nice and simple – you choose one card to beat an opponent with – and it's all held together



by slick presentation and solid visuals. Variety is lacking, even with 400 different cards, but this remains an interesting take on the RPG genre.

Like collecting things? You'll love *Urban Rivals*.

Ratings

Longevity

★★★☆☆

Fun factor

★★★★☆

Controls

★★★★★

Value

★★★☆☆

Overall Rating ★★★★★

Price: Free Developer: Haypi

Haypi Kingdom

Not your average iPhone MMORPG



Ignore the stats and simply get immersed.



We've become rather disillusioned with the majority of iPhone MMORPGs, so it's refreshing to find one that's vastly different. In addition to levelling up in order to take on thousands of other players, *Haypi Kingdom* also features resource management, ensuring that there's always something to do instead of simply grinding. It features fantastic presentation and smart visuals, so download it if you're looking for something a little different.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: Free Developer: MASO interactive Limited

Age Of Heroes!

There's nothing heroic about this game



The vast majority of MMORPGs we play on the iPhone feel like nothing less than a cynical attempt to part you from your money as quickly as possible. *Age Of Heroes!* is one such example, and while it offers slick presentation, a variety of different options and decent real-time (ish) combat, it's still a game we find hard to recommend.

The big problem with *Age Of Heroes!* is that you can't really do anything without certain attributes (in this case, gold) and funnily enough, your limited supplies dwindle incredibly quickly. Now admittedly, you don't have to buy the bundles of gold that are available – your gold slowly recovers over time – but it takes so long to earn new gold that you'll have little choice if you want to make any progress online against other players.

Age Of Heroes! may look nice, but unless you want to part with oodles of your hard-earned cash, it's one to avoid.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Visually *Age Of Heroes!* is pretty impressive, with solid animation and well drawn sprites on show.

■ There are plenty of monsters to fight, but you're best off sticking with the weaklings to begin with.

Price: Free Developer: Zhurosoft

High School Hero

The best free MMORPG? Nearly



If *Age Of Heroes!* represents the MMORPG at its most cynical, then *High School Hero* is the perfect example of one done properly.

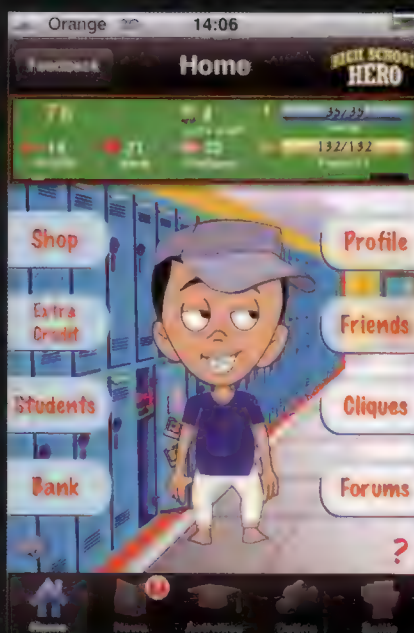
Ultimately, Zhurosoft still wants you to spend money on its game, but it's more of an option than it is a necessity, as in many other games of this ilk. Starting off by choosing one of three character types, you can earn additional stats by completing lessons, gain more money by doing jobs and earn additional credit that can be used to buy special items, which enhance everything from stats to the amount of hourly money you earn.

Popularity is lost whenever you fight other students, but unlike many similar games it recovers far more quickly, allowing you to stand an even chance of competing online. Aside from the high school premise, you'll have played many variations on this in the past, but it's still quite refreshing to find one that puts your actual enjoyment ahead of your hard-earned cash.

Ratings

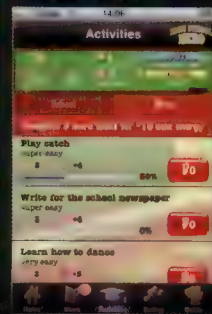
Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ You have plenty of options available, ensuring there's plenty of longevity.

■ The more tasks you complete the stronger you'll eventually become here.



Price: £2.99/\$4.99 Developer: Com2Us/Com2

The Chronicles Of Inotia 2: A Wanderer Of Luone

An improvement over the original



It's always nice when a developer listens to feedback. *The Chronicles Of Inotia*, while packing a certain amount of charm, wasn't without its problems. Com2Us has taken them on board and while this sequel isn't a masterpiece, it does improve on its predecessor.

Controls are far better than before thanks to the inclusion of a virtual digital pad. There are still niggles – particularly moving things from your inventory and targeting enemies, while easier, is still a pain. The visuals have also been improved and add in solid combat mechanics, the ability to craft new items and the option to take additional party members on quests and you have a greatly improved game.

It's a pity, then, that the actual side-missions – a stream of constant mundane errands – take main precedence over the story, often making *Chronicles* a real chore to play.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



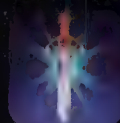
■ There are a nice range of characters, each of which comes with their own skills.

■ There's plenty to find so experiment away.

Price: £3.49/\$5.99 Developer: EXE Create

Across Age

The very definition of an average role-playing game



If iPhone games were rated on their visuals *Across Age* would get an easy five stars. Reminiscent of the 16-bit days of old with its beautifully designed levels and wonderful looking sprites, it's a truly gorgeous game that fills us with pangs of nostalgia.

Sadly, the game itself is rather lacking and while it wants to be the iPhone version of Nintendo's *Zelda* series, it comes nowhere close thanks to its mundane quests and annoying battle system. The biggest problem is the incredibly imprecise and fiddly controls that make playing it an exercise in patience rather than fun. Negotiating objects and battling enemies can be a nightmare, while the virtual buttons used for switching between the two heroes are also a real pain to use.

Across Age would be a fine, if rather underwhelming RPG due to its average story but beautiful visuals, however, the annoying controls kill it stone dead. A real shame.

Ratings

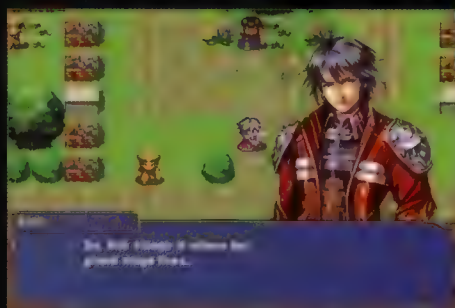
Longevity
★★★★

Fun factor
★★★★

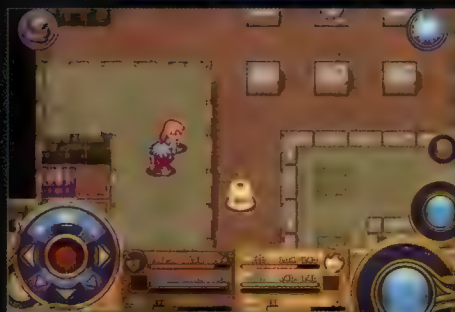
Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



■ The visuals really are a thing of beauty. Sadly the gameplay isn't at all.



■ Cumbersome and fiddly controls make *Across Age* one to avoid. What a pity.



You'll often be surrounded by multiple enemies, so be sure to use your special abilities.



Price: Free Developer: Digital Chocolate

Fantasy Warrior Legends

A role-playing game that hides a monetary catch



On the surface, Digital Chocolate's brand new RPG seems like a brilliant purchase. The visuals, while not outstanding, are perfectly adequate, the controls are pretty solid, while the whole adventure feels

very much like the classic Mega Drive game *The Story Of Thor*.

Your hero has access to a variety of cool combat moves and magic attacks, but they come with a caveat: every time you activate one it uses up a set number of gems, which you have in limited supply. Unsurprisingly, once your gems run out you'll be given the option to purchase additional ones with real cash. It's a way of creating revenue that we're getting increasingly disheartened with, but unlike many similar games, Digital Chocolate does at least give you a fighting chance, as defeated enemies will occasionally drop more gems for you.

It's not as bad as some MMORPGs we've experienced and is a solid adventure, just be wary of its hidden cost.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Kyle Cole

The Battle For Wesnoth



'Oooooze Awakening' is a great new mode that features solid RPG mechanics.

Price: £5.99/\$9.99 Developer:

Song Summoner

A game that grows with your music library



Square is no stranger to making innovative RPGs, but it has really turned a corner with the unique *Song Summoner*. On the outside it looks like a traditional strategy RPG. Battles take place on an

isometric grid, you can choose from a set of heroes that you can constantly level up, and there's a baffling story mode that makes little sense due to its constant twists and turns. The real beauty of *Song Summoner*, however, is how you can create new troops by taking songs from your existing iTunes library. It's an undeniably clever little touch that's further enhanced by the way that listening to those songs outside of the game will further increase those troops' stats in-game.

Visually it's all rather basic and you've heard the story – youth searches for his missing sibling – a hundred times before, but it's all put together with so much charm and panache that you can't help but be impressed.

The strategy RPG that just keeps on giving and giving



In terms of value for money this epic SRPG from Kyle Poole is unbeatable. For just 59 pence you're given access to 17 lengthy campaigns that consist of anything from 4 to a staggering 26 missions. With new updates being released all the time and an additional 40 multiplayer maps, it's quite possible that you'll never have to buy another SRPG again.

Fortunately, gameplay is also up to scratch, with a nice range of options, three difficulty levels and plenty of depth. In fact, the only thing that really goes against *The Battle Of Wesnoth* is that it's perhaps a little too hardcore for its own good, requiring a fair amount of perseverance before you finally understand what you're actually supposed to be doing.

Luckily, once you do become accustomed to the technical skill sets required, you'll discover an excellent little app that redefines the term value for money. If only it was just a little more accessible.

Ratings

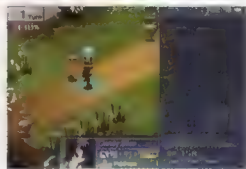
Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ You create new monsters from your songs. You'll never look at your albums the same way again.

■ As with many RPGs, there are plenty of different spells to choose from.



Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



~ 370 ~



The door opens to reveal a small room. The room is dirty and unkempt. A straw mattress lies in one corner. In the centre of the room is a wooden table upon which a candle burns, lighting the room with its flickering flame. A small box

■ Fans of the original books will get a huge nostalgia rush as they're replicated perfectly.

■ Unlike the original print runs, the images are now in full colour. They look absolutely spectacular as well.

Price: £1.75/\$2.99 Developer: Big Blue Bubble

Fighting Fantasy: The Warlock Of Firetop Mountain A classic hits iPhone



The *Fighting Fantasy* series of choose-your-own-adventure books have been a massive success over the years. Imagine our joy, then, when we discovered that the first brilliant adventure had been meticulously ported to Apple's iPhone.

For those who've never played a *Fighting Fantasy*, the concept is simplicity itself. You'll read a short passage of text that will describe your location and what's around you and you'll then be given several choices. Each choice comes with a page number and you flick forwards (or backwards) to continue the story.

It's always been a delightful concept but it works exceptionally well on the iPhone thanks to a slick interface, responsive controls and the inability to cheat like you could in real life. Expertly written and beautifully illustrated, *The Warlock Of Firetop Mountain* is not only a great nostalgia rush, but an entertaining game in its own right. Here's hoping the entire series is released.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



Simulation

A wide-range of titles populate the Simulation category on iTunes, with a diverse collection of titles recreating numerous themes. Given the obvious limitations of mobile devices, it's somewhat surprising that so many developers and publishers view Apple's platform as an ideal home for simulations. Electronic Arts' latest *Sims* expansion, *World Adventures*, Ubisoft's resource management game *The Settlers* and Sega's perennial favourite, soccer simulation *Football Manager* have all made the jump from computer to phone, proving that



With
iPad
reviews



even the most complex themes can be squeezed into the palm of your hand.

But what makes a simulation rather than just another arcade game? It's that attention to detail and attempt to recreate some of the finer points of the subject matter that really sets a sim apart. That's why technical pursuits – such as motor racing and aerial combat – make for more traditional subjects for game simulations and they're present and correct on the platform too. The traditional sim enables developers and players to tweak, test and experience

such real-life parameters as speed, drag, and torque to their heart's content. While that may sound like an overly scientific overview, it doesn't mean these types of games can't be fun too – just take a look at our reviews for *Tom Clancy's H.A.W.X* or *GT Racing Academy* for proof of that. In fact, you'll find in this section real-time strategy titles rubbing shoulders with games based on hunting, cooking, racing, farming, flying, sports and more; the breadth, depth and range of sims available on the iPhone doesn't appear to be letting up any time soon.



Simulation

The very best simulation games Apple has to offer

128 Civilisation Revolution
For iPad

Take over the world

129 Stress Tool
For iPad

Let your iPad soothe you

129 iRagdoll HD

Chuck a spaceman around your screen

129 Astro Ranch HD

Science fiction farming

129 iQuarium HD

Simulation fishy fun

130 The Sims 3: World Adventures

Sims 3 around the world

131 Wooden Labyrinth 3D

Ball-tilting entertainment

131 AC-130 Spectre

Raining down the fire

131 Rollercoaster Rush

Create your own fairground

131 Fruit Juice Tycoon

Run your very own juice shop

132 Cooking Mama

The DS game comes to iPhone

132 GT Racing: Motor Academy

The drive of your life

132 NBA Live

A slam dunk for the iPhone

133 Real Football 2010

A soccer sim sensation?

134 The Settlers

An empire on the iPhone

134 Tom Clancy's H.A.W.X

Dog-fight over this one

135 20Q

20 questions gaming fun

135 Farm Frenzy 2

Resource management at your fingertips

135 Stunt Car Racing 99 Tracks

Become a virtual stunt driver

135 Deer Hunter 3D

The kind way to shoot animals

Price: £7.49/\$12.99 Developer: 2K Games

Civilization Revolution for iPad

Everybody wants to rule the world



How do you fancy taking over the world today? Fine, now you just have to decide how you're going to go about it. Are you an Inspirational ruler, encouraging the arts, philosophy and science? Or perhaps you prefer to rule by the sword, conquering your way across the continents of the globe? However you chose to enforce your global rule, *Civilization Revolution* is an immersive game of strategy, history and cunning.

With over 16 civilisations to choose from, your role is to lead your people through history, the present day and beyond, to ultimate victory and world domination. If you've never played a *Civilization* game before (they've been around for over 20 years) then you can start off at the easiest 'Chieftain' level, which introduces you to the game with a rather patchy tutorial. You're going to need to figure

everything else out yourself, so best pay attention to what little help you do get. The interface

has been completely overhauled for touch control and for the direct control of your units it's pretty intuitive. Delve further into the options menus for managing your city and people, however, and it all becomes pretty confusing. When bringing games with this staggering level of complexity to the iPad, developers need to remember that it doesn't come with a 50 page printed manual. In-game help is sparse, and newcomers are going to need to invest a great deal of time in learning the ropes.

There's no disputing that, learning curve aside, this has to be one of the most professionally put together games on the App Store, which should come as no surprise considering its heritage. The graphics are simple and effective, while the illustrated advisors and leaders are certainly stylised – who knew Queen Elizabeth was quite so erm... buxom?

Also, brand new and exclusive to the iPad is the World/Scenario generator. Putting the control firmly in your hands, this lets you completely customise (or randomise) the world and game settings. You can play for hours, days or months (and you probably will too) but you should never have to play the same level twice. This is a wonderfully complex and challenging game that comes highly recommended indeed.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



■ Build up your troops and send them out to meet-'n'-greet/rampage (delete as appropriate).



■ The female leaders, while stylishly illustrated, all share a consistent and not always historically accurate theme.



■ Exploring the world around you soon opens up opportunities to revoke a diplomatic immunity or two.

Price: £0.59 \$0.99 Developer: **Bohemia Interactive**

Stress Tool for iPad

Honestly? This game is a load of balls



The unfortunate truth is, this game would be better if it were a load of balls. Unfortunately it's just one ball. And to be honest, it's more of a circle really. Not even slightly spherical. The idea is that you can relieve yourself of stress by bouncing this circle (sorry, ball) around the



screen, where it rebounds off the sides. Oh, and you can change the colour and size of your ball or hit the 'Fury' button, which does very little. A poor app.

■ See that green circle? That's a ball, and it bounces around the screen. And that's it.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £2.99 \$4.99 Developer: **Big Fish Games**

Astro Ranch HD

Boldly farm where no one has farmed before



You know how it is. You crash land your rocket on a strange planet and your first thought turns to farming. At least that's the idea behind *Astro Ranch*, which has you planting, harvesting and trading your way to interplanetary prosperity. The controls are easy to get the hang of,



if a little frustrating and slow, but then this is a slow game. Luckily there are plenty of side missions to keep you entertained while you wait for crops to grow.

■ The bright graphics and cheeky characters make for an engaging, if somewhat slow experience.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Simulation

iPad



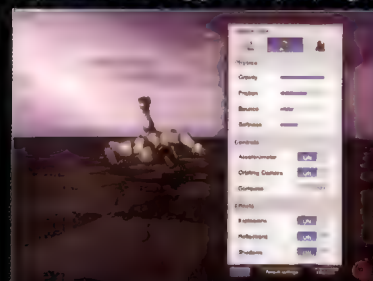
Price: £1.19/\$1.99 Developer: **Reality Labs**

iRagdoll HD

Ever fancied tossing a spaceman around a checkerboard floor?



There are games that don't need much of a story, or idea, behind them. Then there's this, a game that is similar to *Stress Tool* (reviewed left) only instead of a ball, you're throwing a spaceman (or possibly an Android, it's never clear) and there are explosions. The explosions are triggered by taping the screen and your aim is to



send the spaceman flying up and then crashing to the floor. Fun if it were free, but you'll be deleting this too quickly to make it worth paying for.

■ Almost surreal, this is an interesting physics demonstration with sadistic overtones.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: **Infinite Dreams Inc.**

iQuarium HD

A wonderful aquarium sim that'll have you coming back for months.



To say *iQuarium* takes a while to get going would be an understatement. When you first create your tank you're presented with a small fish and a black screen. You then learn that you need to earn points to buy decorations for your tank, and to get those points you



need to wait. Luckily your points accumulate even when the game isn't running, you just need to check in every day to feed your fish. A slow starter, but well worth the wait.

■ Building up a great looking tank can take months.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £3.99/\$6.99 Developer: EA GAMES

The Sims 3: World Adventures

We've played something Sim-ilar...



You must be aware of the *Sims* by now. With this game holding the accolade of being the biggest-selling PC franchise of all time, EA is making a beeline for total domination, seeing fit to spin-off the people-simulator onto console and mobile platforms too. Even the game's PC expansions are getting mobile versions, hence *World Adventures*. But, much like its desktop equivalent, the follow-up to *The Sims 3* isn't distinctive enough from its predecessor, with the exotic locations including little in the way of new features to result in an oh-so-familiar experience.

The Sims has always been built on the basic premise of creating, controlling and improving your Sim, and its lot in life. You don't need us to tell you how addictive this core mechanic is, as you

tend to your Sim's every need; whether deciding what to talk about, when to eat, or that old favourite – going to the toilet – the game is designed to appeal to the control-freak in all of us and sate that urge in a fun way. While *World Adventures* doesn't lose sight of satisfying your puppet-master tendencies, the key elements are strikingly similar to *Sims 3* – control your Sim's routine, socialise, get a job, acquire new stuff. The personality traits introduced in *Sims 3* are also found here, and you can even import a character from the earlier game. What's new, however, is the element of travel, which enables you to visit destinations around the globe: the Egyptian town of Al Simhara, Shang SimLa of China and Champs Les Sims in France.

Each location has its own themes and Sims to meet, but the other major additions to *Sims 3* – 52 new goals and new mini-games Bartering, Languages, Travel and Exploration – are rather disappointing. The 'Travel' element requires you to use the iPhone's motion-sensor to stop the screen blurring while you're on a flight – all because you bought an economy-class ticket. The others aren't much better, with Bartering involving the simplest of touch-screen tasks to bring down the price of items you want to buy. If you're looking for a new *Sims* experience, *World Adventures* offers more of the same, so it's not a great purchase for *Sims* lovers, and if you've yet to experience *The Sims 3* on iPhone, we suggest you stick with that.

Ratings			
Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★

Overall Rating ★★★★★



■ The mini-games don't offer a compelling reason to upgrade from *Sims 3*.



■ The customisation options are good, but not as in-depth as on the PC.



■ *World Adventures* still contains all the *Sims* hallmarks.

Price: £1.79/\$2.99 Developer: I

Wooden Labyrinth 3D

Take a moment to get your (ball)bearings



It didn't take app developers long to realise that the iPhone had the perfect array of features to recreate the simplest of physics-based toys digitally. It lead to a substantial number of wooden maze/metal ball type apps, but this is one of the best, combining the iPhone's motion sensor and accelerometer to create a naturalistic effect – you can



even make the ball hop and bounce just like the real thing. Even the free version creates endless random labyrinths...

■ It may be just wooden box, but it's one of the most tangible sims out there.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★★

Value

★★★★

Overall Rating ★★★★★

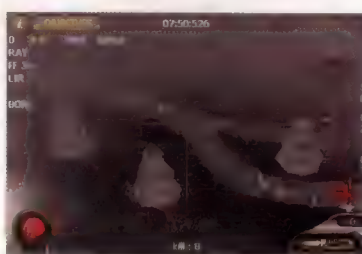
Price: £0.59/\$0.99 Developer: Trinit Game

AC-130 Spectre

Bring out the big gun... ship



If you've ever played *Modern Warfare* online you'll know how frustrating it is when an opponent gets to call on a gunship to rain down fire on you – well, *AC-130 Spectre* gives you the chance to be aim the barrel from that vantage point in the skies, recreating the fuzzy black and white, heat-sensitive



vision that wouldn't look out of place in an episode of *Police, Camera, Action*. A little rough around the edges but fulfils its remit well.

■ *AC-130 Spectre* is something of a one-trick pony...

Ratings

Longevity

★★★☆☆

Fun factor

★★★★☆

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Digital Chocolate

Rollercoaster Rush

Thrill seeking goes back to basics



Like a large number of iPhone games, *Rollercoaster Rush* has been kept deliberately simple – you're in charge of said fairground attraction, controlling the speed with which the carts dash from left to right over and around the track of each level. Of course gravity comes into play, and there are hills and



jumps that must be traversed safely to avoid your customers leaving. It's fairly undemanding, but with a certain addictive charm.

■ The visuals compliment the simplicity of the gameplay.

Ratings

Longevity

★★★☆☆

Fun factor

★★★★

Controls

★★★★★

Value

★★★★

Overall Rating ★★★★★

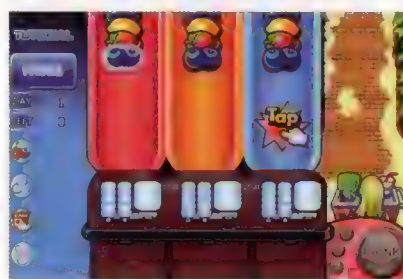
Price: £1.19/\$1.99 Developer: Minoraxi

Fruit Juice Tycoon

Gonna wake up in a smoothie...



You know what to expect from games ending in 'Tycoon' – fun features married to some sort of economic measure of success. While *Fruit Juice Tycoon* may sound like it occupies the lighter end of the sim spectrum there's actually quite a bit going on in the game, from the day-to-day time management of running your shop to



expanding your empire. There's also a cheesy story and characters to keep you gripped – it all hangs together surprisingly well.

■ *FJT* is a surprisingly deep management sim... with a soap-style narrative.

Ratings

Longevity

★★★★

Fun factor

★★★☆☆

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★



Price: £2.99/\$3.99 Developer: Taito

The various kitchen-based tasks tend to get a tad repetitive.

Cooking Mama

A bite-sized morsel...



Originally appearing on the Nintendo DS, Taito's arcade cooking title is an unashamedly Japanese slice of casual entertainment, but despite making fun use of the iPhone's motion and touch-screen controls there's less depth here than a lot of free titles, making *Cooking Mama* difficult to recommend. The game gets you to perform the various tasks required to create one of 15 included recipes, which means chopping, frying, kneading and mixing your way to success; considering there were 96 different dishes in the DS version of the game, Taito has short-changed the iPhone audience somewhat. Yes, the app is considerably cheaper than on the DS, but downloading new in-app recipes at 59p each—doesn't really add any value to an already wafer-thin proposition. *Cooking Mama* is ultimately aimed at kids, but unless you've got one that's already tuned into the franchise via the game's DS and Wii iterations, give this one a miss.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: Developer:

GT Racing: Motor Academy

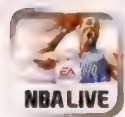


GT Racing: Motor Academy is one of the best driving sims on the iPhone.

Price: Developer:

NBA Live

A slick slice of ball-slamming, slam-dunking action



EA has a long history of simulating the world's most popular sports, but porting its console titles for the iPhone brings with it an obvious set of challenges; the most glaring issue in *NBA Live* is a complex control system that feels strangely at odds with the end-to-end nature of the sport. A virtual analogue stick and two buttons enable you to pass, dribble, shoot and perform tricks, but the controls suffer from a looseness that often ends with a different action being performed. Holding the pass button highlights each of your team-mates as potential receiver, but the amount of time required to select a pass feels unrealistic. However, if you can get over the technical nature of the controls, *NBA Live* has plenty to recommend it, with EA Sports' typically brilliant presentation evident in all aspects of the game. More game modes would have been nice here, but this is polished ball-bouncer nonetheless.

Is this the drive of your life? Or is it a burnt out racer?



One thing there's an abundance of on the App Store is racing games – they've been well represented on the iPhone since it first hit the market, but few are as technical and realistic as *Motor Academy*. Gameloft has gone all out to squeeze a driving simulation onto the device, and the result is a success, with players able to race 100 distinctly different real-life vehicles, with numerous options to tweak driving aids, control methods and the cars themselves – if accelerometer controls aren't your thing stick to the simpler virtual steering. The realistic handling and physics are the game's strong point, and all the vehicles can be explored across the substantial career mode – there are other challenges too, including six-person multiplayer via wireless or Bluetooth, but the campaign remains the biggest draw here. Presentation is also polished with the visuals rivalling the best racers on the platform and Gameloft also increased the draw distance on a recent update. Highly recommended to sim fans.

Ratings

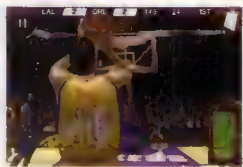
Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



Free throws use the iPhone's accelerometer to good effect.

EA has done a good job of emulating the visuals from its console games.



Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

Simulation iPhone

FORMATION

Standard

Custom

Change Formation

4 - 4 - 2 - A
4 - 4 - 2 - B
4 - 4 - 2 - C
4 - 3 - 3 - A

DEF

ATT

<<

>>

Back

OK



The controls get in the way of the action, although the camera can be adjusted.

Would-be tacticians can change their approach mid-game.

Price: £29/\$4.99 Developer: Gameloft

Real Football 2010

This one is mid-table rather than top of the league



While console soccer simulations have improved over the last few years, the evolution of the mobile version of the beautiful game has struggled to hit the sort of realism we've become used to. *Real Football 2010* does a fairly decent job of translating the on-pitch action to your iPhone but the only major enhancements over 2009's version are technical rather than gameplay related. The controls are the biggest issue, with the virtual analogue stick enabling you to pick your direction and speed, but sprinting often means your thumb is taking up more of your screen than is practical. The shoot and pass buttons are straightforward, although shots don't tend to vary much, while tricks and player selection can also be a bit awkward. The game has plenty of features, though, with numerous clubs and game modes, online multiplayer, and commentary – ultimately, however, *Real Football 2010* is one for arcade footy fans only.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



■ The Settlers' graphics may not be identical to the original, but they are really great all the same.



■ Almost 50 building types and dozens of units are available to manage here.

Price: £2.99/\$4.99 Developer: Gameloft

The Settlers

An entire empire in the palm of your hand...



Anyone that remembers the original *Settlers* could do a lot worse than this; the series has always traditionally focused on resource management rather than out-and-out combat, and the iPhone version seems to acknowledge this, complete with the crisp cartoon visuals *Settlers* is known for. The controls are surprisingly accurate too, with an array of clear icons enabling you to order new buildings, zoom your viewpoint in and out and battle opposing troops. Unit management can be a little fiddly, although the traditional methods of dragging a selection box or double-tapping to select all units work as well as can be expected on a small screen. One of the better strategy ports on the platform, with 3 races to play as across 21 missions *The Settlers* will last you longer than most games at this price, but the minutiae of empire building may be lost on those looking for more action-packed conflict.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £2.99/\$4.99 Developer: Gameloft

Tom Clancy's H.A.W.X.

Ride into the danger zone...



Ubisoft's arcade dog-fighter received a relatively lukewarm reception when it was released for home platforms a while back; impressively, the game's outing on the iPhone retains most of the functions of the original, making it something of a technical marvel, and a fun diversion to boot. As crack pilot David Crenshaw, you'll tackle a campaign across 13 missions that take in aerial battles with other jets, air-to-ground combat, bombing runs, and more.

Although the virtual flight yoke isn't particularly satisfying to use, it is accurate. Far more intriguing, though, are the accelerometer controls, which enable you to spin and roll your iPhone to steer your plane. This is where the game comes into its own, as you fly intuitively around the varied environments lining up targets, completing objectives and evading trouble. The smooth visuals show a level of polish rarely seen on the iPhone, while Bluetooth and online multiplayer modes are an added bonus, making for a great overall package.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ H.A.W.X. is one of the best-looking videogame ports on the iPhone.

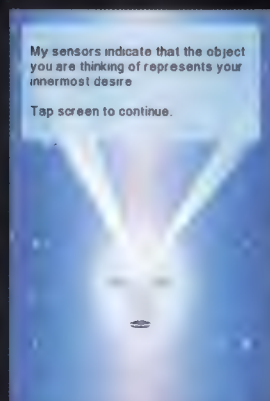


■ Listening to your own music is another feature that made this port great.

Price: £0.59/\$0.99 Developer: Digital Chocolate

20Q

We know what you're thinking...



■ There's not much going on visually, but it's the best version of 20Q we've played.



20Q is an iPhone version of the popular spherical gadget – a digital mind-reader that promises to guess whatever item you can think of within 20 questions. It's a pretty simple concept really, and the iPhone version is not only cheaper but better executed too, with a floating head to embody the cheeky AI that questions – cross analyses – everything you tell it. Much like its gadget counterpart 20Q is entertaining for a while – just don't expect the novelty to last long.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: £1.19/\$2.99 Developer: Alawit Entertainment

Farm Frenzy 2

All the fun of the farm



Agricultural casual games may be all the rage right now, but *Farming Frenzy* takes an entertaining approach to the resource management formula as you juggle tasks to keep the grass growing, feed your livestock, and sell their produce. Things get more complex, of course, as you invest in new equipment to create a wider range of food – oh, and look out for the odd rogue panda that can bring down your whole operation in the blink of an eye. An entertaining game.



■ Farm Frenzy 2 has enough going for it to attract a large and diverse audience.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Simulation

iPhone



Price: £0.59/\$0.99 Developer: C1 Entertainment

Stunt Car Racing 99 Tracks

Where's Evil Kneivel when you need him?



Anyone that's ever played *Trials HD* knows how addictive a side-scrolling stunt-'em-ups can be – unfortunately, this effort is missing the tight controls and 'must-play' action of its rivals. Your monster truck accelerates across the level while you decide when to brake, boost and wheelie. It all plays like a sub-standard 16-bit game (with music to match), and the version we played crashed occasionally too. Yes it's cheap, but we can think of much better games for 59p.



■ There's nothing compelling about *Stunt Car Racing*, bar the number of levels.

Ratings

Longevity

★★★☆☆

Fun factor

★★☆☆☆

Controls

★★☆☆☆

Value

★★★☆☆

Overall Rating ★★☆☆☆

Price: £1.19/\$1.99 Developer: C1 Entertainment

Deer Hunter 3D

A game for all seasons



Despite its title, *Deer Hunter 3D* lets you do a lot more than just hunt 3D deer – yep, you can also stalk bears, turkey, moose and more besides in this hunting sim. You survey each scene through your scoped rifle, before selecting a target to zoom in on, steadying your aim, and taking a shot. It all sounds rather simple, but it's



actually quite a tense affair, and not half as brutal as the real thing, obviously. A more sedate take on the shooter genre.

■ The environments are surprisingly detailed for an iPhone title.

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆

Controls

★★★★☆

Value

★★★★☆

Overall Rating ★★★★★



Sport

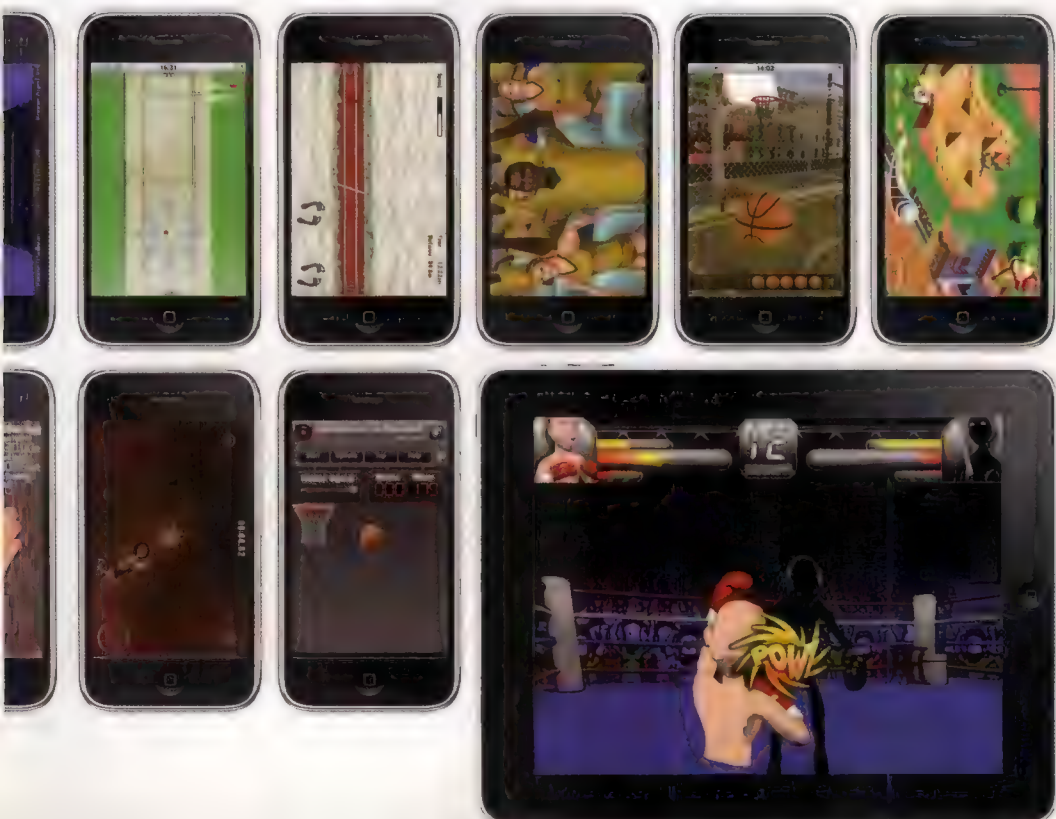
Almost as old as gaming itself, the sports game is synonymous with the medium. There's barely an activity that hasn't been incorporated into a digital template and some of the finest series in existence can be found within it. Admittedly from a wider perspective the majority of these are brought to us by EA Sports, but where the world of the iPhone is concerned, the playing field is far larger. With many companies trying to duke it out in all areas, it's not just *FIFA* that gets to wear the footballing





crown. There are many insanely original titles, such as Hudson's *Catch The Egg* or everyone's favourite *Monkey Tennis*, and so many iterations of basketball it's hard to know where to begin. Obviously for some, this is a problem, as trying to find the best entries is a struggle – hopefully the next few pages will help you to solve such conundrums. After all, sports is such a wide genre it's easy for many developers to quickly squeeze out a game, hoping that the passion many have for a particular pastime is enough by itself to

encourage a download. This guide is here to find the gems in the rough. Covering an array of games, we're confident that soon your Apple-branded device will have numerous apps, all of which quench your sports thirst.



Sport

From FIFA to egg-catching. All your sports needs covered

138 Adrenaline Golf HD Online
High-definition crazy golf

138 Flick Fishing HD
Cast off with this iPad game

138 Shock Football HD
Have a HD kick around

139 Smack Boxing HD
Will you be in hit in the face by this one?

140 2010 FIFA World Cup
EA brings its favourite footballer home to the iPhone

141 Hockey Nations: Shoot-Out
The joys of hockey at your fingers

141 Hit Tennis 2
A simple-court tease

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Timing is everything, in an app that's simplicity itself

142 Ronnie O'Sullivan's Snooker
Pot a few balls while on the move

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Insane tricks on the iPhone

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Flick it to the wicket

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The most addictive game of all time can now be taken anywhere

145 Monkey Tennis
Tennis-playing monkeys. Well that's rather awesome

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American football on the move

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Stickmen at the Olympics

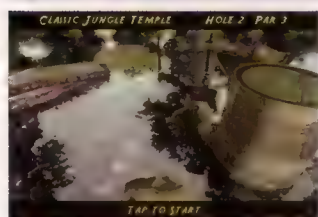
146 Mini-Golf 99 Holes
Putting perfection?

147 Finger Basketball
Flick a ball into a net with your finger – that's just great, but is it addictive?

147 iBowl Deluxe
Bowling balls and mobile calls

147 Touch Hockey FS5
Touch Hockey with your touch screen phone

147 iBasketball
Become a mobile Michael Jordan



Stunning graphics draw you into the game.

Price: £2.99/\$3.99 Developer: Freeverse Inc.

Adrenaline Golf HD Online

Crazy golf gets a stunning high-definition makeover



Crazy golf simulators have been around for years and years and have graced pretty much every conceivable platform too. It's no wonder really, as the course can be far wilder and more imaginative than real life can ever be. *Adrenaline Golf* attempts to build on this by using the comparative gargantuan screen real state of the iPad and touch controls to see you take on a vast array of crazy courses. The graphics are incredible and gameplay is a lot of fun, making this an absorbing and worthy app to buy. The addition of an online element takes the fun to new levels as you try to beat complete strangers from around the world and improve your ranking.

Ratings

Longevity
★★★★

Fun factor
★★★

Controls
★★★

Value
★★★★

Overall Rating ★★★★★

Price: £2.99/\$3.99 Developer: Freeverse Inc.

Flick Fishing HD

Does the iPad version have enough to reel in the customers?



Flick Fishing is one of those love it or hate it games – much like the sport itself. However, the HD version adds incredibly sumptuous graphics to a control system that's a lot of fun. You have to flick your iPad to cast off and then use a rotational finger point to reel in your caught fish.

Sadly there's not real longevity to this game and, like the iPhone version, you're really at the mercy of the app and when it decides to feed you a fish, and once you've caught few dozen fish the system can feel a little bit old and boring. This app has a very limited shelf life and only those who are really keen on angling will persevere through all of the levels. For everyone else, the system will feel too random and lacking in skill.

This is a great game to show off the graphics of the iPad – and it truly does look stunning – but *Flick Fishing HD* is not one to lose a lot of time to.

Shock Football HD



Think fast. To make accurate passes you have to be alert.

Split screen. Take on mates in this easy to use mode.





■ Gameplay is limiting and can get tired quickly.

■ Great graphics make this a marvel to see on the glossy screen.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★

Value

★★★★

Overall Rating ★★★★★

Price: £2.99/\$3.99 Developer: Chillingo Ltd

Tough to master but well worth a bit of patience



Super Shock Football HD is another ported iPhone game and, like many games, it really suits the bigger screen of the iPad. On the iPhone version, picking out longer passes was tough enough, given the screen size let alone actually making the pass given the control system (users must drag a pass target onto the recipient of the pass before the target timer runs down). On the iPad, however, this becomes much easier; the targeting system still needs a lot of practice to master, but it feels more coherent when you can see more of the play.

The iPad version features a very cool split screen mode too that allows two people to easily play against each other, and it's probably this feature that will sell the game more than any other. This is well worth patience and practice so you can annihilate your mates.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★

Value

★★★★

Overall Rating ★★★★★



■ Float like a butterfly, sting like a bee – if you can.

Price: £2.99/\$3.99 Developer:

Smack Boxing HD

Pugilist perfection? Or just a battered brawler?



While this simple conversion from an iPhone game starts pretty well, with a tutorial that guides you through the moves, once you hit actual fighting it can quickly descend into frantic tapping, tilting and swiping without any elements of skill. The control system is well thought out with a tilt for moving and taps and swipes for different punches and blocks. However, it feels as though the controls are a little behind the action and if you do manage to get past the first few opponents, as the difficulty level increases, the frustration can become unbearable.

If you can manage to tame the controls we can imagine this would be wild fun and extremely satisfying, unfortunately we must lack the killer instinct.

Ratings

Longevity

★★★

Fun factor

★★★

Controls

★★★★

Value

★★★

Overall Rating ★★★★★

Price: £11.99 Developer: EA GAMES

2010 FIFA World Cup

Into eternal glory you shall walk



In theory, a football game should never work on the iPhone. With on-screen controls, trying to pass, move and shoot seems likely to frustrate rather than entertain. As other developers have proven in the past, though, it can be done well. The control stick, activated by pressing your thumb against the screen, is far more apt than it has any right to be and using the same method to manipulate the ball has a real flow to it once you start to get into it. While *2010 FIFA World Cup* incorporates the same setup, it's the mentioned stick that slightly lets down the system. Although after a while it does happen less, there's always a threat that it will forget where your finger is and default back to the middle. Cue your player to

randomly stop in the middle of the pitch until you realise what's happened. It does improve the more you play, as you sub-consciously fight against it, but it's a shame that what could have, and should have, been the premiere football iPhoning title is a struggle from the off.

Those who persevere, however, will be very satisfied with the amount of depth and, on occasion, rewarding gameplay. With many of the modes from EA's console *FIFA* making the leap across, including the always-expected exhibition match, World Cup tournament itself, multiplayer that is playable over Wi-Fi, and Captain Your Country up for grabs, you can't really fault the package. It's the latter which is truly impressive. Using Electronic Arts' now patented 'Be A Pro' template, you take control of one player and try to make a difference for your team. There's something very pleasing about seeing your computer-controlled club string together some skill before setting you up so you can put it in the back of the net. Again, there is a fair bit of fighting against the control stick, but it's still oddly addictive.

If football fever grabs you, be it during a national competition or not, it's debatable whether *2010 FIFA World Cup* is the game to choose above all others, especially when *X2 Football* exists, but it's still a worthy contender nonetheless and a great way for footy fans to fill a few hours.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★☆☆	★★★★★

Overall Rating ★★★★★



■ With 105 teams, including all your favourite players, *FIFA World Cup* has the licensing angle down.



■ *2010 FIFA World Cup* is a good footballing iPhone game but its hit-and-miss control stick lets it down one hell of a lot.



■ If you fail to appease the fans during your football gaming fun, the digital renditions will still make you feel the pain.



Price: Free Developer:

Hockey Nations: Shoot-Out

This does exactly what it says on the tin



■ It takes quite a while to get your head around scoring but the learning curve is challenging rather than frustrating.



For an app that's free, you may think *Hockey Nations* wouldn't be up to much. After all, with so many poor games finding their way to iTunes at the entry price point, it's always a worrying game of hit and miss when you get something for nothing. This is without doubt the exception, though. Putting you in what is arguably the finest moment of any hockey game – the shoot out – it manages to be an absolutely excellent download.

Using the now standard on-screen control method, taking your miniature hockey player and taking on the keeper is tantalising. Just to give you an idea of both worlds, you also get to play in goal. Admittedly this isn't as fun and very hard to get to grips with, but as soon as you're back on the attack all problems are forgiven. A must-have for hockey fans or people that just enjoy wasting time on sports games.

Ratings

Longevity

★★★★☆

Fun factor

★★★★☆

Controls

★★★★☆

Value

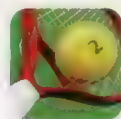
★★★★★

Overall Rating ★★★★★

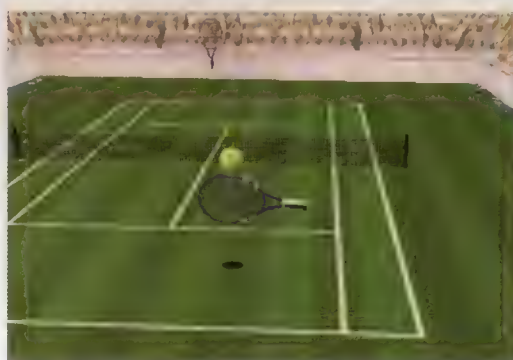
Price: Free Developer: Focused App

Hit Tennis 2

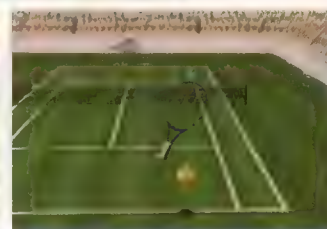
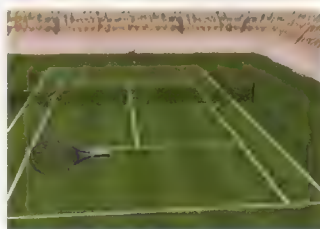
Sometimes the uncomplicated one is best



Hit Tennis 2 pulls no punches. Beautifully simple from the start, it manages to avoid the other pitfalls so many other apps trying to replicate the sport do. With your finger in charge, there's always a worry in some tennis games that control will be out of your hands, no pun intended. As the ball flies off in the wrong direction even though you're sure you attempted something entirely different, the experience lasts all of five minutes. *Hit Tennis* is the opposite. Forgetting unnecessarily complications like moving around the court in favour of just swinging a racket, you have the time and accuracy needed to pick shots and make sure they go where you want. This results in a tennis game that excels, despite the foundations being stripped away; good matches are always likely. Get into a rally and all of a sudden every shot starts to count just that little bit more. It may be light on modes, but taking the price into account, this is pretty darn good.



■ With a cast of characters to take on, *Hit Tennis 2* manages to find a personality as well.



Ratings

Longevity

★★★★☆

Fun factor

★★★★☆

Controls

★★★★☆

Value

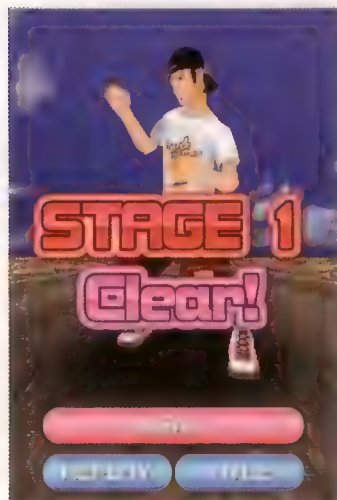
★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer:

Catch The Egg

You will never see another game like it, that's for sure



■ This uses Apple's device intelligently but never succeeds at what it's trying to do.



Considering *Catch The Egg* is from Hudson, the brain behind the world famous *Bomberman*, intrigue is high as soon as you decide to download it. From an originality perspective, it's up there with the best.

Asking you to, surprise surprise, catch an egg, it's the way it goes about proceedings that's interesting. At the start of each stage, you must tilt the iPhone/iPod up as if you were looking into the sky. Once this is done, you'll see an egg floating in the sky. The app will then work out its current height giving you an idea of how long it'll take to drop. After a brief countdown, the makeshift ball will start to fall and at the right time it's up to you to drag your iPhone/iPod towards you as if you were delicately trying to grasp an actual egg.

Every now and then it's oddly lifelike with the only real problem being how fiddly it can be. If you're on the lookout for an app that's completely different, however, this will suffice.

Ratings

Longevity	Fun factor	Controls	Value
★★★	★★★	★★★	★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Digital Bridges Ltd

Ronnie O'Sullivan's Snooker

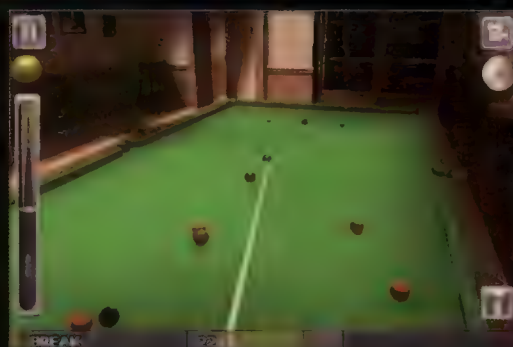
Ball blasting fun on the iPhone



Since the dawn of videogaming time, snooker games have always leant themselves to the format. With the sport's slow pace and focus on angles, the majority of consoles have been able to incorporate

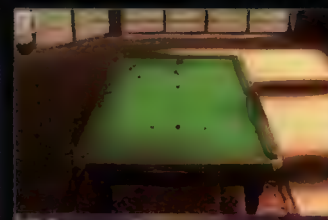
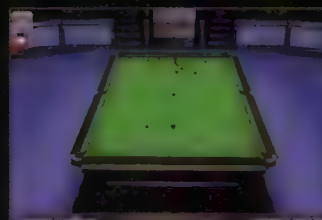
a working method. Thankfully, the iPhone/iPod is no different. Smartly deciding to allow your finger to be the main port of call, there's a very nice rhythm to *Ronnie O'Sullivan's Snooker* that you'll be able to get your head around within minutes. There are a few blips, namely the wildly skewed difficulty and fussy controls when trying to add spin to a ball, but ultimately if digital snooker is your thing, one of the world's best has you completely covered.

With the knowledge that there's also a multiplayer mode to lose yourself in – although finding players can admittedly be a bit of a struggle – it's a bit of a bargain considering it carries with it iTunes' lowest price point.



■ It may be a by the numbers snooker game, but Ronnie O'Sullivan's effort pulls off all the basics exactly how it needs to.

■ Despite some claiming it's vital to use the gimmicks, it's great to see the foundations kept simple.



Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Red Bull X-Fighters

Price: Developer:

Putting life before limb



■ The stunts that can be achieved are fun to watch, but trying to land without crashing is far too hard.

■ Being able to listen to your own iTunes soundtrack while foolishly hurling yourself off a ramp never seems to get old.



No matter how many times you see it, it's incredibly addictive watching chosen members of the public perform insane tricks as they sit on a motorbike.

Flying off ramps and executing all manner of stunts, the skill and courage needed is off the chart. It's this thrill that *Red Bull X-Fighters* wants to achieve, only with the comfort blanket that when you're finished, your arm won't be in eight different places. There's plenty to get involved with from time trials to stunt-based events, but it's the muddled controls that let it down. Trying to keep balanced is criminally hard whereas attempting to flip your vehicle and then landing successfully is never easy. You will adapt the more you play, but it never feels enjoyable and there's always a hint that when all is said and done you'll be frustrated. If you think you can get used to it, though, *Red Bull X-Fighters* does have a lot of depth meaning you won't feel ripped off.

Ratings

Longevity

★★★★

Fun factor

★★

Controls

★

Value

★★★★

Overall Rating ★★★★★

Flick Cricket

Price: Developer:

For when you need to flick it, flick it good



When you first sit down with *Flick Cricket*, it's likely you'll be utterly baffled. With one of the simplest interfaces to ever touch down on Apple's device, it's still a mystery just how you're supposed to hit the ball.

You click 'next ball', the screen changes and out of nowhere a top down cricket ball flies into view prompting you to attack your screen and miss... until it clicks. *Flick Cricket's* genius is just how basic it is. After a few overs it all starts to make perfect sense and slamming a ball for a six carries with it huge rewards. Considering gaming has always struggled where the sport is concerned, this is genuinely a revelation, despite how fundamental it may be. With it constantly wanting you to connect via Facebook, and the ability to play games through the social networking device, *Flick Cricket* is a surprise hit. If it had been set at the lower price point, the score may even have been higher.

Ratings

Longevity

★★★★

Fun factor

★★★★

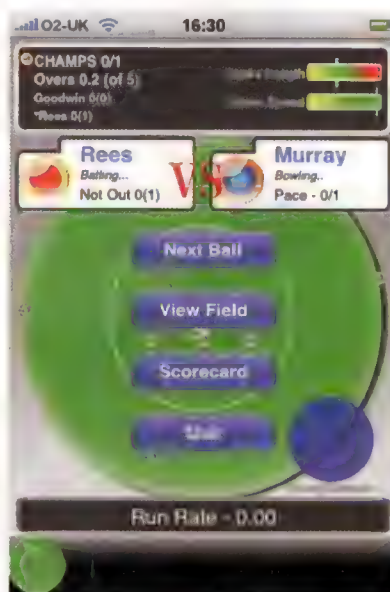
Controls

★★★★

Value

★★★

Overall Rating ★★★★★



■ Absolutely insane to look at, *Flick Cricket* soon makes itself penetrable.

■ No one could have predicted controlling a bunch of dots could result in any sense of fun and yet it has.



Price: £14.99 Developer: Sega Interactive

Football Manager Handheld 2010

Say goodbye to your free time



Anyone who's ever lost themselves to Sega's management sim knows the evils that can lie within. Genuinely one of the most addictive games for an individual with the right personality, there's always been one delightful plus point to stop it from becoming a nightmare: you couldn't take it with you... until now. With the decision made to put *Football Manager* on the iPhone no less, that safety net is well and truly gone. For those who may be worried, you are right to fear the app's wrath.

Set up in the way that any veteran of the series will instantly be familiar with, this is exactly what the name suggests it would be. Obviously certain elements have been scaled down due to



It may just be screen after screen of text, but look beneath this and the genius becomes apparent.

the smaller device you're playing it on, but with 10 leagues and 20,000 players to scout or get involved with, *Football Manager Handheld 2010* has a truly tremendous amount of depth, giving it the kind of layers needed for a game of this ilk.

It really is insane how much time you can waste just browsing potential signings.

The only real worry, then, is whether or not a wider audience who have never taken the plunge should give it a go. Anyone old enough to remember the series back in its formative years will remember how simple it used to be, with the updated versions throwing in training, scout and assistant manager roles that you'll also be asked to keep an eye on. Such ventures are daunting and can be complicated, so luckily Sports Interactive has seen sense and given these positions a CPU-driven option. There's still plenty to do and you'll have to be patient with the mechanics, but it streamlines the experience no end and breaks the game down to its basics – no longer does anyone need fear trying to tear down its often-cited impenetrable world.

As ever there are frustrations to be worked around. Considering there's a touch screen in place it's bizarre that certain team-based decisions can't be resolved as such and on occasion a simple decision will require a ridiculous amount of work to get your team back to where it was. While it might be relatively insignificant, when you come up against it you will grumble. Still, considering its clear aims, *Football Manager Handheld 2010* is a fine iteration and one that will do wonders for fans.

Tottenham Hotspur Sat AM 1 Aug 2009

Player Search Results

672 found - General Info Budget: £4M Page 1/96

Name	Club	Nation	Pos.	Age	Value
Mateja Kezman	Zenit	SRB	S C	30	£2M
Dave Nugent	Burnley	ENG	S C	24	£2M
Mark Viduka	AS Monaco FC	CRO	S C	33	£2M
David Aganzo	Rayo	ESP	S C	28	£2M
Kieran Agard	Everton	ENG	S C	19	£2M
Jan Vennegoor of Hies	Hull	NED	S C	30	£2M
Mista	Deportivo	ESP	S C	30	£2M

Back ViewSort Customise

Hunting down bargain players is still oddly captivating, especially when they turn your team around.

Cheltenham 0 - 1 **Tottenham**

Name	Cn	Rt	GI	Name	Cn	Rt	GI
S. Brown	7	-	-	Gomes	6	-	-
L. Ridley	6	-	-	G. Bale	7	-	-
A. Gallagher	6	-	-	Y. Kaboul	6	-	-
A. Eastham	6	-	-	L. King	6	-	-
S. Duff	6	-	-	M. Dawson	6	-	-
M. Watkins	6	-	-	T. Huddlestone	6	-	-
J. Low	6	-	-	L. Modric	7	1	-
M. Thornhill	96	6	-	N. Kranjcar	96	6	-
D. Bird	96	6	-	A. Lennon	96	7	-
E. Hammond	6	-	-	J. Defoe	6	-	-
T. Lewis	96	6	-	R. Pavlyuchenko	96	6	-

GOAL FOR TOTENHAM!!

Tactics Settings Pause

Tottenham Hotspur Sat AM 1 Aug 2009

Club Squad - Position

S1 Carlo Cudicini	GK	GK Gomes	GK
DR Jonathan Woodgate	D C	DR Younes Kaboul	D RC
S9 Benoît Assou-Ekotto	D L	S9 Sébastien Bassong	D LC
DC Michael Dawson	D C	DC Ledley King	D C
DL Darnel Situ	D C	DL Vedran Corluka	D/M RC
DL Gareth Bale	D/M L	DMC Tom Huddlestone	DM C
S4 Wilson Palacios	M C	S4 David Bentley	AM R
MC Aaron Lennon	AM R	S2 Milan Badelj	AM RLC
MC Luka Modric	AM RLC	MC Niko Kranjcar	AM LC

Back ViewSort Action

This may be on a device with limitations, but it offers an impressive level of depth.

Ratings

Longevity
★★★★

Fun factor
★★★★

Controls
★★★★

Value
★★★★

Overall Rating ★★★★★



Matches can be over so quickly, sometimes without you even hitting a ball.

There's enough options, but none offer an enjoyable experience due to the poor control method.

Price: £0.59/\$0.99 Developer: Morgan Davies

Monkey Tennis

When humans will no longer do

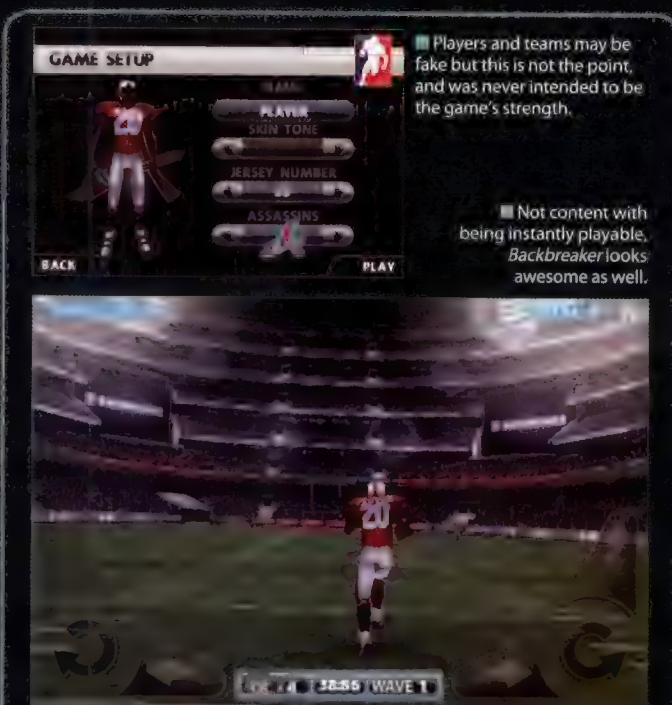


The idea of monkeys playing tennis is fun. As ridiculous as that notion may be, there's just something very appealing about it. So, with the game confirmed all we needed was an app that offered usable controls so we could see a chimp and an orangutan smack a ball back and forth between them. Alas, the reality is the opposite of this. Monkey Tennis is so frustrating to play it never really makes sense. Your finger is sold to you as a racket, meaning to attack the ball you just swipe across the screen. Nine times out of the ten, though, the ball will fly off in a bizarre direction that makes absolutely no sense. It takes away any fluidity that could be had – quite an important entity in the game of tennis – and makes this rather aggravating. As the cost is low there is some scope to try and sort out a system that works for you but you'd be better off just imagining apes engaging in competitive sport.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



Players and teams may be fake but this is not the point, and was never intended to be the game's strength.

Not content with being instantly playable, Backbreaker looks awesome as well.

Price: £0.59/\$0.99 Developer: NaturalMotion

Backbreaker

Football hits the iPhone hard



With Backbreaker on the Xbox 360 and PlayStation 3 impressing audiences with its incredible physics, it's mighty nice to see the iPhone app trying a different tact entirely.

Approaching matters from a purely arcade angle, NaturalMotion's Apple debut is sheer brilliance. Putting you in the shoes of an American footballer it only asks one thing: score a touchdown without being brought to the ground. As you complete each wave the task gets harder, going from merely duking and jiving around a few defensive tackles to trying to hit certain areas of the field to increase your score before showboating to the touchline. It's instantly accessible and only gets better the more you play it, showing itself to be one of the finest games to lose yourself in when on the move. With an idea that just refuses to age, this is one of the finest iPhone experiences you can have for such minimal cost.

Ratings

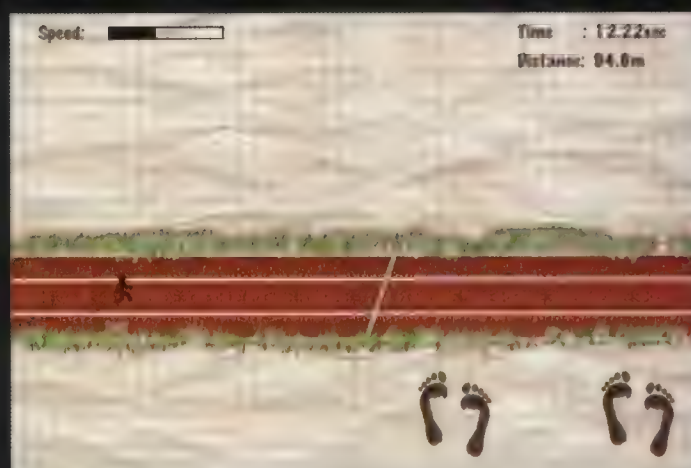
Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Robert Szeleney

Stick Sports: Summer Games

It's like the Olympics... but with stickmen instead



■ Simple to play, simple to look at, simple to control. *Stick Sports* never tries to run before it can walk.



Stick Sports: Summer Games is painfully aware of what it offers. Throwing up the usual mix of Olympic sports – 100 metres, javelin and long jump to name a few – its gimmick is that these events are played out by stickmen. To tie-in with this straightforward design from a gameplay angle, *Stick Sports* borrows its template from nearly every track and field game before the turn of the century. To run, you tap the two feet on-screen as fast as possible. If a throwing motion is required, another button is pushed to unleash the apparatus. It's quick, easy and fun and if you know other people who own the app, trying to outdo each other's records gives *Summer Games* a fair amount of replayability. Our only criticism is the weak amount of events, with too many revolving around nothing more than running. We miss the likes of the hammer. Still, a nice spin on a very old model.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: Free Developer: Digital Chocolate

Mini Golf 99 Holes: Theme Park

A great expansion of mini-golf



Much like ten-pin bowling, mini-golf seems to be incredibly adaptable when it comes to the gaming genre. Regardless of the device, the method works and more often than not is enjoyable on some level.

Unfortunately, too much repetition can get a little dull and this is where *Mini Golf 99 Holes* tries to spice it up. As well as the standard and well-worked power bar mechanic, special moves have been brought into play. Do well and you'll be granted the option to unleash it, giving you powers such as stopping the ball in its tracks. On top of this, there's also a medal system in place. Aiming to stay within par while picking up collectables littered around a hole will see you heading towards a gold medal – the usual silver and bronze waiting for those who aren't as precise; it's a fine way to keep events interesting. You will have to drop money to get more holes, but all-in-all this is a very good mini-golf game.



■ Disgustingly colourful, *Mini Golf 99 Holes* ticks many of the boxes that most games of this ilk do.



Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: 0.99/0.99 Developer: Bluesky Studio

Finger Basketball

A waste of an idea



■ Boring to look at, boring to play. This is not the iPhone's finest hour.



Finger Basketball on the iPhone should be a sure thing. If it merely mimicked the ideas incorporated by *Paper Toss*, the fact that you're throwing a basketball into a net may even make it more appealing. Instead, Bluesky's app is difficult to control. With a ball at the bottom and a net at the top, you have to flick the ball up with a finger and use the walls to try and get it through the hoop. It never feels like you have any authority over the ball, making this pretty much useless.

Ratings

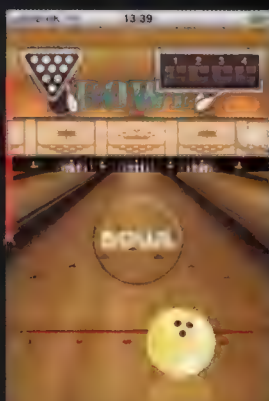
Longevity	Fun factor	Controls	Value
★☆☆☆☆	★★★★★	★☆☆☆☆	★★★★★

Overall Rating ★★★★★

Price: \$1.79/\$2.99 Developer: SGN

iBowl Deluxe

Ready, set, bowl!



■ SGN has treated the iPhone as if it were a PC's mouse, but your finger should've had this honour.



Why are some developers adamant to come up with ways to work around a 'swipe finger' control? With many bowling games on PC, the majority of which ask you to click a ball with the mouse and drag the device back before flinging it forward, it's a mystery why this approach isn't used with your finger. Instead, with *iBowl*, you hold the 'bowl' button and thrust your iPhone forward, worrying that it may fly out of your hands. Fun at times but hugely uncomfortable.

Ratings

Longevity	Fun factor	Controls	Value
★☆☆☆☆	★★★★★	★☆☆☆☆	★★★★★

Overall Rating ★★★★★

Price: 1.99/1.99 Developer: FS5

Touch Hockey: FS5

Frustrating friends since 1982



■ It's nice that a second player can take over the other paddle whenever they want.



Every time you and your pals go to an arcade at least one of you will want a go on the air hockey table. To ensure the rule that every fad can be found on the iPhone remains true, we have *Touch Hockey*. Playing out like the favoured 'sport', although with your finger acting as the paddle, it's instantly accessible and fun with the real touch of class being that a friend can join in at any time. It's definitely overpriced but still an enjoyable app.

Ratings

Longevity	Fun factor	Controls	Value
★★★☆☆	★★★☆☆	★★★☆☆	★★☆☆☆

Overall Rating ★★★★★

Price: 1.99/1.99 Developer: SGN

iBasketball

From the makers of iBowl, reviewed above...



■ Horrible to control and to play. Even something that's free isn't worth that.

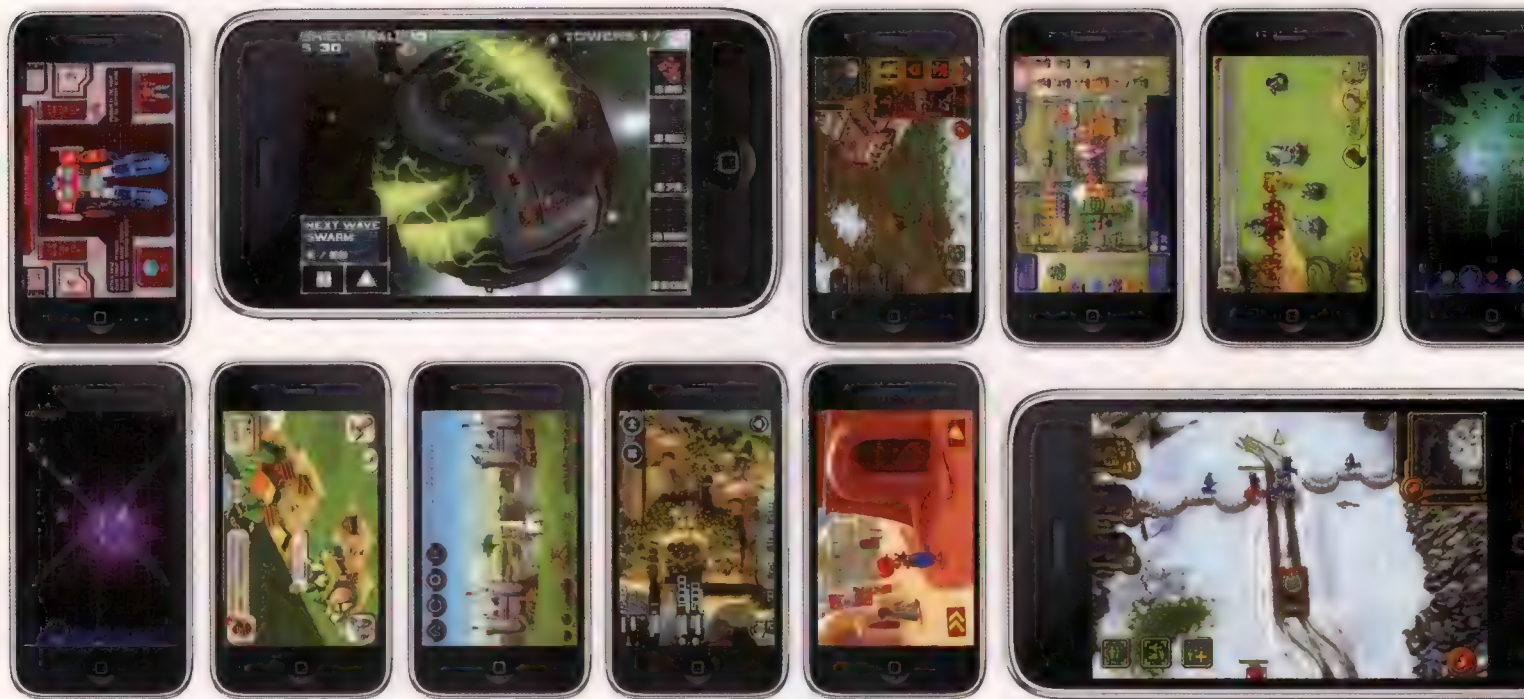


For those who want a quick review of *iBasketball*, quickly turn your attention to the *Finger Basketball* verdict elsewhere on this page. All SGN's app had to do was allow you to flick the basketball with your finger to be somewhat of a success. Instead, it asks you to hold your iPhone/iPod vertically, shove it up in the air and hope it goes somewhere in the right direction. It feels awkward, isn't fun and fails to be rewarding on any level.

Ratings

Longevity	Fun factor	Controls	Value
★☆☆☆☆	★☆☆☆☆	★☆☆☆☆	★★☆☆☆

Overall Rating ★★★★★



Strategy

Strategy games make up a diverse genre, from action-packed real-time strategy in *Command & Conquer* to the more deliberate warfare of *Transformers*. Then you've got tower defence, another old-school gaming stalwart that has undergone a renaissance on the iPhone, and if all of this is too competitive and aggressive for you, it's perfectly possible to sit back and cultivate a successful civilisation in the likes of *We Rule* or *SimCity*. Who said videogames were all about shooting and destruction, eh?





It's another genre where the iPhone excels, its vibrant screen and multitouch interface enabling you to manage your units or cities without having to learn a complicated control system and a thousand different key combinations. Playing strategy games on it feels effortless, like you're physically reaching out and touching your troops and moving them about by hand. The best at this, like *Star Defense*, illustrate the brilliance of Apple's interface by taking everything you've learnt in using your iPhone every day and turning those gestures that would zoom in a

photograph or scroll a webpage into a sweep across a planet as you defend it from alien invaders.

In this section we've got a wide selection of strategy games from across all of the aforementioned sub-genres. There's bound to be something for armchair strategists to get engrossed in, and if you're anything like us, you'll quickly find something to enjoy in all of them. Dropping in to harvest your crops in *We Rule* provides a nice palate cleanser between sessions of *Transformers*, and if you're a Twitter fiend and you let *Star Defense* get its claws into you it's going to be hard to resist those high-score challenges from friends.

And that's only taking into account the new strategy games on offer. Genre fans will find plenty of classics on Apple's machine, and we've included those as well. So whether your idea of strategy is taking part in a thermonuclear war or cultivating a prosperous city of culture, we're confident that you'll find something to your tastes.

With
iPad
reviews



Strategy

It's clear iTunes has a lot to offer in this genre...

- 150 **Fieldrunners iPad**
Goo and guns
- 150 **Worms HD**
The classic goes high-def
- 151 **Flight Control HD**
Pilot perfection?
- 152 **Star Defense**
Tower defence goes orbital
- 153 **geoDefense**
Old school wireframe action
- 153 **We Rule**
The iPhone's answer to Farmville
- 154 **Command & Conquer: Red Alert**
EA's classic comes calling
- 154 **Supermarket Mania**
Shopping and strategy combines
- 155 **Crystal Defenders**
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- 155 **Star Wars Cantina**
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- 159 **Volcanic**
Knock planes out of the sky
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Time management with traffic
- 159 **Wargame**
Explosions on your iPhone

Price: £4.99/\$7.99 Developer: *King*

Fieldrunners for iPad

Guns, goo, missiles and mayhem



Watch as an endless procession of wonderfully animated characters charge their way across a battleground. Then blow them up. That's the basic idea behind the wonderfully put together

Fieldrunners, another iPhone success story that has been given the HD treatment especially for the iPad.

Set across five maps, the game pitches your defence design skills against invading troops. You have at your disposal an arsenal of technological towers, ranging from a goo tower to a tesla coil. Your job is to spread these across the battlefield in an attempt to funnel the enemy through a maze of certain death. Some of the troops are immune to certain towers, and aircraft will fly over your corridors, so strategic tower placement is the key, but you also need to discover when to build new towers and when to upgrade the ones you have. A highly addictive and engaging game.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Tapping a tower brings up the icons to either sell or upgrade it. Selling a tower clears the way for you to build a new one.

■ In the later levels you'll be rushed by many enemies at once – good tower placement is key.



Price: £2.99/\$4.99 Developer: *Team17*

Worms HD

On the iPad, everybody wants to have worms



Worms was first released for the Amiga back in 1994, so for fans of retro gaming this will be as essential purchase for the iPad. Considering it's been 16 years, the gameplay hasn't changed a

huge amount. You command a team of combat worms, highly trained in such diverse weapons as holy hand grenades, Banana Bombs and exploding sheep. Your mission, should you chose to accept it, is to defeat the other team of similarly trained worms, either controlled by the iPad or by your friends. There's no Wi-Fi or Bluetooth option, though, so you'll be passing the iPad back and forth among you. The gameplay is as good as it's ever been, which is fantastic, but the controls can take a little getting used to, even for seasoned players – there's no tutorial mode so you'll need to seek out the help pages from the main menu before you start playing.

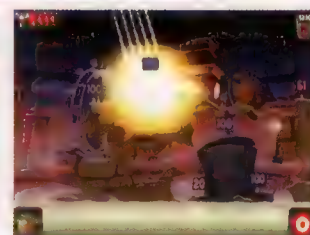
Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Spadge arcs gracefully through the air, his ultimate goal the icy water below. This isn't going to end well for him...





■ The visuals have been greatly enhanced via the iPad, while the larger playing area helps make the game even more addictive..

Price: Developer:

Flight Control HD

A simple game the demonstrates how quickly order can turn to chaos!



Every fancied playing an Air Traffic Controller sim? Chances are you answered no, but then try and explain how the original *Flight Control* game quickly became one of the biggest sellers for the iPhone. The answer is simple, it's a strategy game that, as with all the best strategy games, takes moments to learn but a lifetime to master.

The gameplay is simple. Coloured aircraft appear on the screen and you have to guide them to matching coloured runways. Setting a flight path is as easy as dragging your finger from the plane (or helicopter) to the runway. The tricky part is that different aircraft travel at different speeds, so trying to draw the path so that nobody crashes soon becomes an art.

The true genius of the game is just how quickly your ordered flight plan degrades into a chaotic shamble, new aircraft appear at a rate of knots, your frantic redrawing of paths only adds to the mess and before long everything grinds to a crashing halt.

The iPad gets three new maps that take advantage of the larger screen and the iPhone maps have been upgraded so that they fit the device without any loss of quality. The original maps do feel a little chunky once you're used to the space afforded by the iPad exclusives, but it's a bonus to have them included.

Once you've honed your skills playing the single-player game there's a handful of multiplayer modes to try. Connecting over Wi-Fi or Bluetooth, you can even play multiplayer games against



■ Only moments ago this was a finely ordered procession of aircraft. Now it's possibly the worst disaster in aviation history.



■ It's great to see the original iPhone levels included, but they do look a little chunky on the larger screen.

a friend who has the iPhone version. If you're limited to the one iPad you can still face-off over two split-screen modes that take advantage of larger maps. The co-op mode has you trying to steer clear of each other's aircraft while directing your own to your airport. Bored of playing nicely? Try capturing your opponents aircraft in the 'Versus' mode.

This is a great example of the best kind of iPad game. You can dip in and out when you have a couple of minutes spare, but you'll soon have to admit that you're hopelessly addicted to a Air Traffic Controller sim.

Ratings

Longevity

★★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: ngmoco

Star Defense

Towering above the competition



Tower defence is a genre that certainly isn't short of representation on the iPhone, so it takes a lot to impress. With that said, ngmoco has created one of the best in its class in *Star Defense*, which wraps the formula up in some of the best visuals on the format.

It starts with a simple premise, with a dropship from the marauding S'rath launching an attack on your base. These aliens aren't the sharpest knives in the drawer, so they land at the end of a winding path, along which you can place defensive towers and knock back their waves for as long as the mission requires. Whereas most of these games are set on a flat battlefield, however, *Star Defense* takes place on small planetoids, which makes

excellent use of the iPhone's multitouch capabilities as you spin it and zoom in and out to keep track of battles that eventually span every inch of its surface.

It makes for a brilliant showpiece of the iPhone's 3D capabilities as dozens of enemies swarm across the surface and an arsenal of towers do their damndest to keep them at bay. If you've spent any time with the iPhone and grown accustomed to whizzing around its interface, you'll quickly adapt to playing *Star Defense*, spinning the planets and placing new towers with great speed and dexterity.

In terms of its gameplay, it's fairly straightforward tower defence. There's a clear progression through the different types of tower at your disposal, and as later waves of enemies will be immune to certain elements, early decisions on how you spend your money will have a great impact on your later progression. Do you upgrade your jack-of-all-trades turrets in lieu of investing in flame and electricity towers? Are your defences varied enough to repel enemies who can shrug off your onslaught of flamethrowers? You'll have to consider all of this.

Couple the beautiful presentation and solid gameplay with multiple worlds, challenge modes and integration with Twitter and the Plus+ network for high scores and achievements and you have a must-have that will keep you playing for hours.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Not every planet on which you do battle will be spherical, which creates all-new tactical considerations when placing your towers.



■ Upgrading towers can be more expensive than building new ones, but working out whether one maxed-out turret is worth more than three low-level ones is part of the fun.



■ Commendations are the game's achievement system, earning points for your Plus+ profile across all ngmoco games.



Price: £1.19/\$1.99 Developer: Critical Thought Games

geoDefense

A pretty take on tower defence



In taking a solid tower defence foundation and polishing it up with the beautiful neon wireframe graphics made popular by the likes of *Geometry Wars*, Critical Thought has certainly made a game that stands out in a crowded genre.

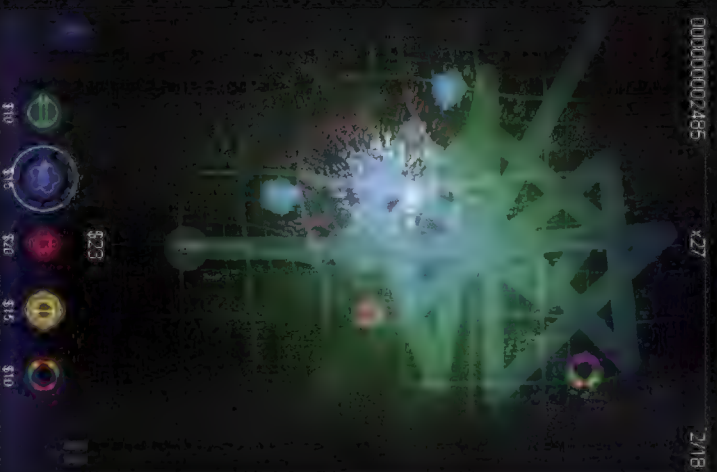
At times it looks really close to Activision's game, even down to the effects when enemies are destroyed, but whatever the inspiration, it looks increasingly gorgeous and slightly overwhelming – in the best possible sense – as more and more enemies flood the screen. The underlying gameplay is typical tower defence, and *geoDefense*'s implementation is solid and balanced, so whether you'll like it or not comes down to how much you like this type of game, as well as your desire for a bit of eye candy.

With its great art and basic approach at a low price, though, it's a good starting point for those looking to get into this sub-genre.

Ratings

Longevity ★★★★★ Fun factor ★★★★★ Controls ★★★★★ Value ★★★★★

Overall Rating ★★★★★



■ Some of the level designs are insane, and seem designed to give the maximum level of carnage when played.

■ The simplistic graphical style is clearly necessary, as the amount of stuff on screen is unparalleled.

Price: Free Developer: ngmoco

We Rule

Play king of the castle with ngmoco's latest



In the absence of an iPhone version of Facebook hit *FarmVille*, *We Rule* is ngmoco's attempt at plugging that gap by taking the real-time farming idea and blending it with elements of *SimCity*. Players take over a modest kingdom and then must grow it through farming, later expanding their industries into the likes of mining, wizardry, and even training bands of adventurers.

Through the game's integration with the Plus+ network, the kingdoms of your friends will appear nearby, and you can visit them for both town-planning ideas and for some good old international trade – maybe you want to hire your best mate's warriors to put on a jousting competition or order some of their stone to help build that new keep.

It's a simple game and unless you have a lot of friends on there, it's unlikely that you'll play it beyond a couple of weeks, but *We Rule* is still a fun diversion that's constantly expanded.

Ratings

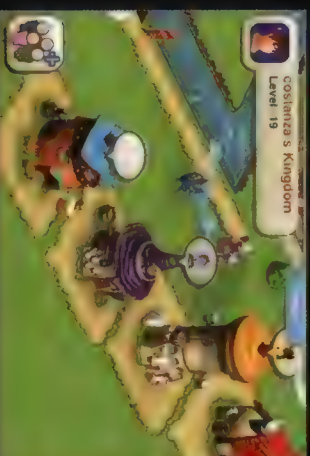
Longevity ★★★★★ Fun factor ★★★★★ Controls ★★★★★ Value ★★★★★

Overall Rating ★★★★★



■ Everything is done in real time, so that's one real day that those crops will be growing for.

■ Visit a friend and you can utilise any of their businesses for your mutual benefit.



Price: £3.99/\$6.99 Developer: Electronic Arts

Command & Conquer: Red Alert

Excellent Command & Conquer conversion, comrade!



It's during battle that things start to get really complicated. Just hope that you've got a bigger army than them.



Although the iPhone *Red Alert* is a completely different game to its similarly titled 1996 PC forebear, the fact that it's up there with its big brothers shows just how far mobile gaming has come. It's one of the best-looking games on the iPhone, and in its largest battles it's a mind-blowing technical achievement.

It's not without issues, though. Real-time strategy is infamously difficult to adapt to anything without a keyboard and mouse, and genre fans are likely to find similar complaints here. While the touch screen is far better than a console controller, there's still a lot crammed into such a small screen, and in the heat of battle it can be hard to distinguish your units, let alone manipulate them with any precision.

Still, kudos to EA for a good crack at adapting *Red Alert* to the iPhone. It's hard to see how it could have done any better.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★☆☆

Value

★★★★★

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: G5 Entertainment

Supermarket Mania

Supermarket Sweep but much better



With so many time management games now available on Apple's iPhone it's becoming increasingly harder to sort the wheat from the chaff. If you do have a couple of pounds spare, however, we definitely recommend you pick up *Supermarket Mania* as it's a charming little offering with plenty to enjoy.

Each stage starts with an empty shop and shop assistant Nikki must rush around the aisles, filling them all up before customers arrive and strip them bare again. Her trolley only holds a certain amount of stock, however, so she must make frequent trips to the store room to stock up, and all the while more and more customers are entering the store.

It's a well-trodden genre, but *Supermarket Mania* works thanks to plenty of levels – 50 in total – cute visuals, easy to use controls and a vast range of items to buy. It's certainly not original, but it is a lot of fun and ultimately, that's all that matters.



Keep those shelves filled up. Otherwise you'll lose customers.

Delightful little cut scenes cut up the levels and reveal Nikki's story. Awww.



Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

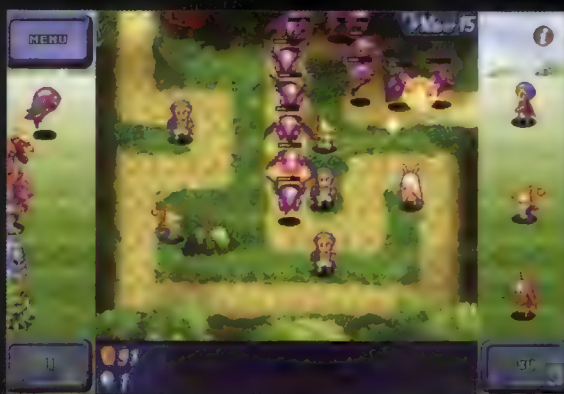
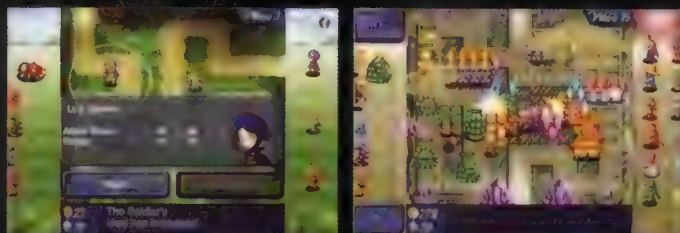
Overall Rating ★★★★★



Crystal Defenders

Price: £4.99/\$7.99 Developer: Square Enix

Square Enix tower defence? Just a fantasy, surely?



■ One crystal left and a single mage between it and this many enemies? You're pretty much screwed here.



Taking a popular genre for iPhone games like tower defence and blending it with the art styles, job system and characters of Square Enix RPGs like *Final Fantasy* seems like a great match, and it generally is. Players of *Crystal Defenders* must protect a hoard of crystals against waves of varied fantasy enemies, all with different attributes and immunities, by placing your own army of warriors, black mages and the like along the path.

So far so familiar, but it's improved by its wonderful graphics, which use 16-bit sprites that players of RPGs from the early to mid-Nineties will immediately be familiar with. They're somewhat limited when it comes to animation but they've got bags of charm, regardless of whether you're a fan of Square Enix or its games.

There are better tower defence games, but *Final Fantasy* fans will love this, and there's plenty to like otherwise.

Ratings

Longevity

★★★

Fun factor

★★★★

Controls

★★★★

Value

★★★★

Overall Rating ★★★★★

Star Wars: Cantina

Price: £2.99/\$4.99 Developer: THQ Wireless

"He doesn't like you. I don't like you either"



Time management games are ten-a-penny on the iPhone, but an officially licensed *Star Wars* one naturally stands out from the crowd. That goes double for one as striking as *Star Wars: Cantina*, which eschews realistic visuals for some stylised art that remains recognisably *Star Wars* and excellent remixes of familiar tunes.

Beneath the surface, though, its attempts at a directional context-based control scheme don't feel great, and you'll often feel like you're muddling your way through rather than directing things yourself. It has some nice ideas, like using *Star Wars* tropes to differentiate your clientele – smugglers have lots of money for big tips but are impatient, while Jawas will steal from you if you ignore them – but it falls short of the best games available of this type. *Star Wars* fans will likely find more enjoyment than most, albeit for nothing more than its novelty value.

Ratings

Longevity

★★★

Fun factor

★★★★

Controls

★★★

Value

★★★★

Overall Rating ★★★



■ Juggling different drink orders can be challenging, especially with four tables too.



Price: £0.59/\$0.99 Developer: Mad Dragon

Medieval

These castles, infantry and catapults make for a boring time



If *Medieval* is anything to go by, actual medieval warfare was extremely repetitive and ran out of steam fast. Apart from all the death and stuff.

Think of the game like a version of capture the flag, minus the speed, tactics and teamwork. Two opposing castles throw their armies at each other in an attempt to grab the other side's colours and return them to base. You'll start off with a simple bow atop your battlements that can do a decent job against infantry, but as cavalry, catapults and fire enter the mix, battles escalate... slowly.

Everything here is done with all the haste of sea erosion, as units edge towards the opposing side and back, and until they're levelled up, more powerful units take an age to become usable again. We found ourselves beginning to hope that enough time has passed for someone to invent guns and fighter jets, but alas, it never happens.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★☆☆☆

■ The variety of armaments isn't really a problem, but the time it takes to obtain them can be.

Price: £0.59/\$0.99 Developer: Mad Dragon

Sentinel 2: Earth Defense



■ Once you've learnt your way around the somewhat cluttered screen, you can enjoy the detailed graphics.

Price: £0.59/\$0.99 Developer: Mad Dragon

Trenches

Play up, play up, and play the game!

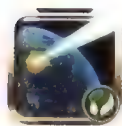


Games set in World War II are infamous for their sheer volume, so it's slightly odd how games set amid the horror of trench warfare during the First World War are so rare. If it's down to how difficult to translate into a first-person shooter marching on enemy machine guns is, maybe *Trenches* has found the answer.

The object essentially is just to advance on the enemy positions, aiming to take their bunker in each level. Despite the cartoony visuals, it doesn't seem flippant with the subject, with melancholy music and foreboding backdrops creating a tone reminiscent of games like the Xbox 360's *Toy Soldiers*, which took a similarly abstract approach to the Great War.

Excellent presentation aside, there's a lot of game for your money here, with a campaign, skirmish modes, and even local multiplayer over Bluetooth and Wi-Fi. For the price, it's well worth a look for a different take on your usual war game.

When all else fails, drop stuff from space...



It takes a lot to differentiate yet another tower defence game on the App Store, and *Sentinel 2* does it not purely through its superb presentation but through some clever mechanics stemming from the titular orbital defence ship.

The Sentinel, which drops defensive towers onto the surface when you call for them, provides an explanation of where exactly these things are coming from, which is more than most of these games do. But this plot-weaving aside, it also has its own arsenal of orbital weapons that can be used when funds for new towers run dry. It's handy to have the ability to hit the panic button and bombard the enemy from space when that straggler makes it past your last tower, and indeed there are challenge missions that give you no defences beyond the Sentinel.

Sentinel 2 may be somewhat light on content, but there are much worse choices out there.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



Even from an entrenched position, we don't fancy that guy's chances.

Bringing down a gas attack is the most effective way to clear the enemy's massed defences.



Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★

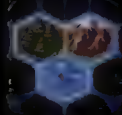
Strategy iPhone



Price: £0.59/\$0.99 Developer: JavaGround

UniWar

Taking interstellar war online and mobile



Taking inspiration from the old chess by mail games, *UniWar* features a challenging campaign mode but clearly focuses on multiplayer. It works extremely well, as by its nature as a turn-based strategy game it is not particularly time-sensitive, and so players can keep dozens of games on the go at once and are only required to take their turn within a 24-hour window. Apple's addition of Push Notifications in the iPhone 3.0 update has improved the game further, allowing it to pop up messages on your phone whenever an opponent takes their turn, so it can really be played between real-life commitments.

The campaign proves a challenge, and by the end you're likely to be a formidable player for when you take the battle online. It's certainly worth a playthrough, even with a couple of nasty spikes in the difficulty to contend with, but the superb multiplayer suite is the real meat of this game.

Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



The campaign has objectives, but the main tasks are always the same.

Price: £2.99/\$4.99
 Developer:

Transformers G1: Awakening

More than just fan service



With good Transformers games being thin on the ground, the signs weren't good for *Transformers G1: Awakening*. Put aside what you might expect, though, and you'll find that Glu Games has done a remarkable job of translating the old-school Transformers – none of that Michael Bay nonsense here – into a highly capable turn-based strategy game.

Being based on a 2008 mobile game, the gameplay is simple, and anyone familiar with Nintendo's *Advance Wars* series will know what's what: both factions take it in turns to move their troops around a grid-based map and attack the enemy or capture resources. Different units have different abilities, but while *Advance*

Wars differentiated its unit as tanks, infantry, bombers and the like, *Awakening's* are all familiar characters from the Eighties cartoon.

It does help to have at least some knowledge of the characters' abilities, as the game's roots on traditional mobile phones mean that there isn't much room for differentiation between them on the map screen. All of them look largely identical in terms of size, for example, despite characters like Metroplex being hundreds of times bigger than the basic Transformers, and his abilities in the game – he can only move one square at a time but is devastatingly powerful – reflect this. Each of them does have a rundown of their stats available, but it would have been useful to tell these things at a glance.

The iPhone's graphical horsepower is put to good use in the battles, where you'll be treated to panning shots of each Transformer's 3D character model. Fans will get a kick out of seeing their childhood heroes in such graphically sumptuous form.

Fan service aside, though, *Awakening* is an excellent strategy game, boasting several modes and superb presentation, and it's clearly been designed with phone-based gaming in mind, as missions rarely take more than ten minutes. It comes recommended if you're simply a fan of this type of strategy, and if you're a child of the Eighties with a soft spot for the Autobots and Decepticons, it becomes simply essential.

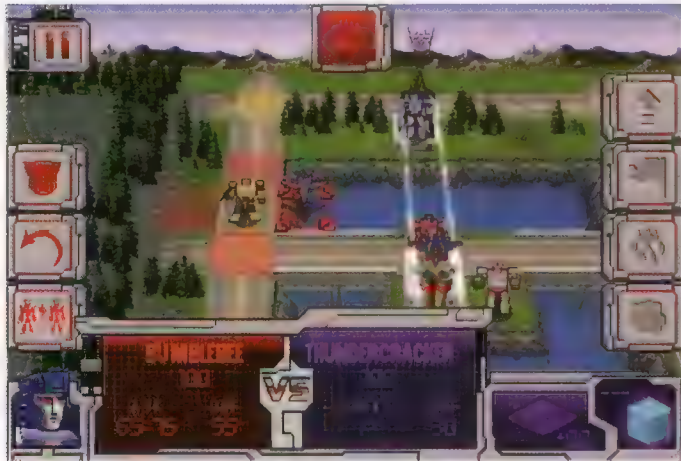
Ratings

Longevity	Fun factor	Controls	Value
★★★★	★★★★	★★★★	★★★★

Overall Rating ★★★★★



The game very loosely follows the plot of the cartoon, but it never gets in the way of letting big robots shoot each other.



Transforming your units into vehicle form lets them move further in a turn, but they're unable to attack or defend themselves until they change back.



The game's Showdown will do things like pit a single Autobot against the mighty Trypicon. We don't fancy Ironhide's odds here.



Price: Free Developer: Resolution Interactive

BioDefense: Zombie Outbreak

A new take on an old formula



Save yourself from becoming zombie food!



Now this is original. Resolution Interactive's new game takes the best elements of the tower defence and real-time strategy genres and adds hordes of zombies to the mix. The end result is a highly innovative game that sees you building towers from a central point and staving off hordes of vicious undead. The controls can be a tiny bit imprecise at times, but the solid visuals, varied gameplay and current free price make this an absolute bargain that's not to be missed.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: Free Developer: Donut Games

Traffic Rush

Traffic lights would have been too obvious



As a time management game in the same vein as *Flight Control* or *Harbor Master*, *Traffic Rush* is one of the better examples. It places you in control of a busy road junction, where you must safely guide traffic through without accidents. Tapping a vehicle will make it stop for a short time, while flicking it will give it a burst of speed needed to make it through a rapidly closing gap. Kamikaze drivers might not make logical sense, but they can certainly provide a fun and polished game.

Motorcyclists' speed and small size won't help against a ton of metal.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: Developer:

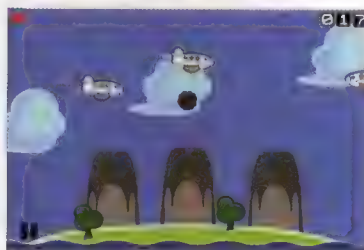
Volcanic

In case you wondered why flights were grounded...



Volcanic is a topical attempt to tie a game in to a current event by giving you control of three volcanoes, attempting to knock passing planes out of the air with giant chunks of magma.

It's kind of tasteless really, and it's a very simple game without much content – it was presumably created in a hurry when the Icelandic volcano crisis was at its peak – but there are



worse ways to pass a few minutes. Just don't play it in the departure lounge at the airport, for goodness' sake.

The occasional passing UFO is worth bonus points, *Space Invaders* style.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: Developer:

Wargame

Let's play Global Thermonuclear War



Taking its inspiration from *Risk* and the 1983 film *WarGames*, this sets you the task of conquering the world. But unlike the civilised warfare of *Risk*, the endgame of this will almost always be two world superpowers going head-to-head in a conflict that's leading only one way. While you're initially fighting for France and Morocco, by the end you're likely left with an irradiated wasteland.

Wargame lacks a bit of polish, but there's a surprising amount of meat to this strategy.



This isn't the kind of notification that we're used to getting on our iPhone.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

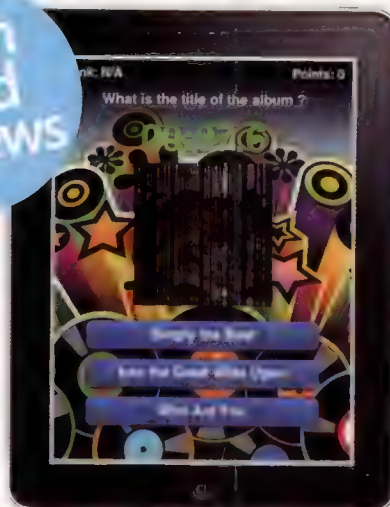


Words/ Trivia

Apple's portable devices, the iPod, iPhone and iPad, were designed for quick and enjoyable applications to help you kill time, learn more and be entertained. The Words and Trivia sections of the App Store provides you with just that. Whether you're after a fun game of general knowledge to keep you busy on a long journey, you fancy learning some new facts or, you just want to have fun – there's an app for you. Some of the most popular word games such as crosswords and word searches that we used to play from newspapers are now available to you wherever



With
iPad
reviews

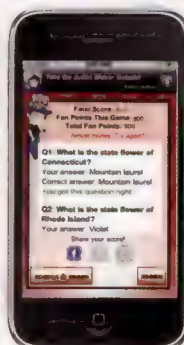
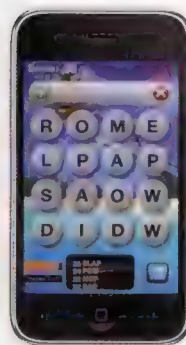


you go. If you like a good test, the fun of a pub quiz can now be stored in your pocket.

Across this section we've hand picked some of the finest brainteasers and word manipulation apps so you can get straight into the suspense of the hangman style games and drive yourself crazy with the best posers and trivia challenges.

It may not seem like it with all the fun you're having, but a few plays of the games found in this section per day and you'll be exercising your brain and keeping it fresh and alert. Far more so

than simply watching TV. You'll also be picking up useful information that'll sit in the back of your consciousness until that special occasion when someone asks you a question relating to it. So, beyond the fun to be had there's a real positive reason to be downloading and sampling these great apps. Many of the apps in this section are free and will keep you entertained for a good while, but look out for the In App Purchase options too, which will allow you to buy new levels and extra sets of questions to make the fun last even longer.



Words/Trivia

Stretch your brain with quizzes and old fashioned puzzles

162 Words With Friends HD
The best online Scrabble clone

163 Hangman Genius HD
The classic paper game with a twist

163 Music Library Quiz
Make your music work for you

163 What's The Difference?
The perfect way to while away time

163 WordSearch HD
Seek words in high-definition

164 Scene It? Movies
The ultimate iPhone quiz?

165 Word Scramble 2
A superior wordy sequel

165 Word Or Not?
Is it a word or isn't it?

166 The Impossible Test
Not really that impossible at all

166 Lyric Genius
Name those famous song lyrics

166 Name The Flag
Test your world knowledge here

166 Ask Me Trivia
Trivia everyone can enjoy

167 Word Warp
Warp words and your brain

167 NYTimes Crosswords
Crosswords cross the Atlantic

167 Hilarious Hangman - Sampler
Hangman finds his voice

167 Doodle Movie Challenge Pro
Like Pictionary, but not as good

168 Charadium Pro
Conundrums for your mind

168 Crosswords
Exactly what you think it is

168 VH1's I Love The 80s Trivia
Music trivia for nostalgia fans

169 Hangman Classic
Not that classic, there's no pen

Price: £1.79/\$2.99 Developer: Newtoy Inc

Words With Friends HD

An app to disrupt your entire life...



This app has got such a stealth following it's even been called "the new Twitter" by John Mayer, no less. If you haven't heard of it here's a brief summary. In its most basic form it's online Scrabble – but the push

notification system, ability to play friends or a random stranger, as well as the option to play as many games as you like concurrently makes this an addictive application that could quickly disrupt your entire life. Every time that push notification comes through you feel compelled to see which opponent has done what.

In terms of the game itself, as we said earlier it's

a subtle variation on Scrabble with a slightly different board where each player has a set of letters they use to create words, adding to letters that are already on the board. The object of the game is to score more points than the opposition by either using higher rated letters or by laying words so they cover the bonus squares. There is an iPhone version and the big difference with the iPad one, other than the incredibly sharp graphics, is that the enjoyment of this game will hinge on the type of iPad you have and when you're able to use it. 3G iPad users will get more from this app as they can take their go at any time; Wi-Fi only iPad owners may find this game a little more limiting, as they'll have to be on a hotspot or on their home Wi-Fi to take turns.

Nonetheless, the thrill of destroying complete strangers in a battle of words or the anticipation of seeing how far up the world leaderboard you've climbed after the last few victories is what makes this game incredibly hard to put down. Scrabble is pretty old hat and should anyone break out the old-school board and challenge us to a game we'd probably decline, but if we get a message from an anonymous player in *Words With Friends* we just cannot refuse the challenge.

■ Waiting for a move to be made can be torturous as you await your opponent's score.



■ Defeating strangers with huge words is as satisfying as it gets.

■ The board and the game are simple to understand and play too.



■ An addictive game, but you'll get more out of it if you have 3G.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★

Value
★★★★★

Overall Rating ★★★★★



Price: £0.59/\$0.99 Developer:

HangMan Genius HD

The classic pen and paper game gets a glossy makeover on the iPad



Hangman is an old-school time-waster that's been faithfully recreated.



Hangman is a classic game that has been played by bored schoolchildren since the decision to teach algebra in classes. This app mimics the notepad game in every way, allowing users to guess words while trying to avoid the gallows. The notepad styling make this feel more fun and childlike, which is what the developer was going for we're sure. With over 10,000 words, even the most boring classes can be fun and for 59p this is a great little time-waster.

Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

Price: Free Developer:

What's The Difference?

Or Spot The Difference to the rest of us... Still, it's a great version of that game



This is as simplistic an app as you will find on the App Store and definitely a great app for kids. It's a classic game where you have two images, one with a set of different details than the other. Your job is to find the differences and tap them to win. Despite the simplicity, the subtle



game sounds, fantastic graphics and increasing difficulty make this an absorbing application that is worth a download, especially as it's free. If you like Spot The Difference, this is for you.

This game is simplicity itself but worth a download for free.

Ratings

Longevity

Fun factor

Controls

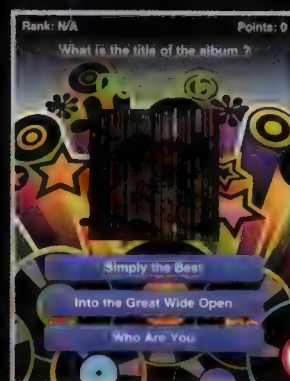
Value

Overall Rating ★★★★★

Price: £1.19/\$1.99 Developer: Andrea Vettori

Music Library Quiz

Use your own tunes as quiz material in this family friendly game



Fun graphics and easy gameplay make this a family favourite.



This app is very clever, harnessing the tunes on your iPad to create quizzes for you and your friends to play. The system is pretty simple, throwing up snippets of tunes or album artwork and asking you to guess the song or album. The fastest finger first system and multiplayer modes make it a frantic, fun game for all the family. The artwork is cool and the price makes this a worthy download. Highly recommended indeed.

Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

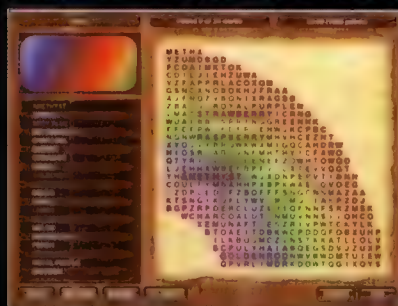
Price: £1.19/\$1.99 Developer: Catnip Games

Wordsearch HD

If you love wordsearches you'll love this – it's as simple as that



Wordsearches are a great way to kill time and this app takes full advantage of the iPad screen to offer great themed wordsearches for when you are at a loss for something to do. The control mechanism is pretty much what you would expect: just drag your finger



across letters and if they make up a word on the list then the word will light up green and you can move onto the next one. This is exactly what you want from a wordsearch app.

With tons of choice there's a wordsearch for every occasion.

Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer: Screenlife LLC

Scene It? Movies

You may have seen it, but can you Scene It? Find out with this puzzler



Some movie scenes stick with you forever, but can you remember the film they were from? You'll need to muster all of your Hollywood knowledge if you want to compete at *Scene It? Movies*. Gathering video clips and images from the past three decades of the silver screen, the app offers an exciting mixture of different game types.

The game is designed well and offers a polished interface that makes it easy to answer questions and interact with the various mini-games you face throughout each level. These games are presented in a variety of ways with video clips from popular films, character matching and movie posters all used to great effect. Our favourite games are those that feature childish drawings or

pixelated animations depicting a scene from a movie which the user then has to guess.

Most of the question-based rounds provide multiple choice answers but that doesn't mean the game is easy. If you haven't seen a film, guess work and common sense will have to come in to play for your answering, with all points scored on the time it took you to answer correctly.

One element we really didn't appreciate in *Scene It? Movies* is the rather gratuitous Buy Now button that appears after a number of questions, especially those with movie clips. The button takes you to another page that contains links to Amazon and other online retailers who sell the film. We don't mind a little bit of advertising thrown in to apps and we can see how this was an opportunity not to be missed for the game's developer, but the button is a little too intrusive and all too easy to click on in the haste of gameplay.

Aside from this minor flaw, *Scene It? Movies* is an ideal companion for a long journey or as a fun game to play with friends. There's no iPad app available at present but we did test this version on an iPad and found the results to be quite acceptable.

For such a small fee, this is a well made and enjoyable app with plenty of repeat play. Certainly one to consider if you like your trivia with a cinematic twist.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★★★	★★★★★

Overall Rating ★★★★★



■ Prepare to remember key quotes from your favourite films, some of which are pretty obvious and some of which require a true film fan's memory.



■ There are multiple types of game available from the main menu, giving you a nice amount of variety here.



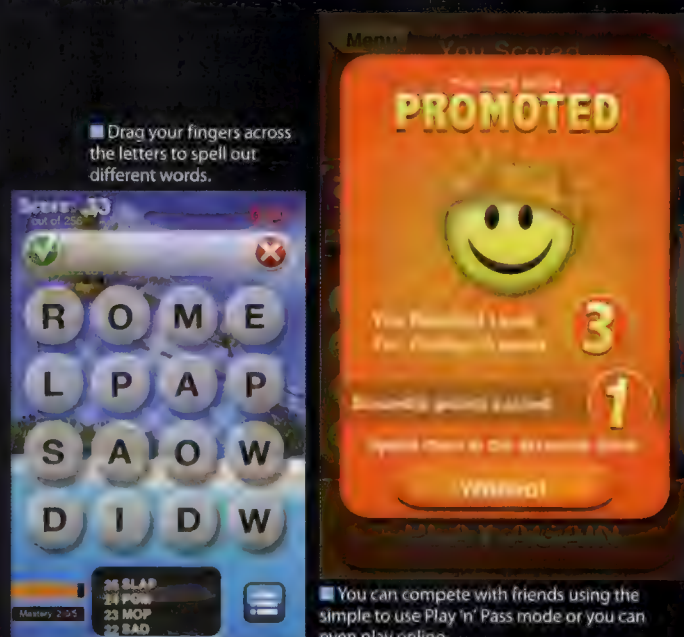
■ You need to make use of all the iPhone's features to answer questions in this great little *Scene It? Movies* app.



Word Scramble 2

Price: Free Developer: Zynga

Find the words with your finger before the time runs out



Who on earth thinks traditional word searches are fun? Sure, when you were just learning the English language at an early age it may have been novel, but now it just seems like the answers have already been provided for you by comparison to better challenges like crosswords. Then comes *Word Scramble*, a neat reworking of the word search genre that owes as much to the iPhone's touch interface as it does ingenuity.

The process is simple: a grid of letters appears on screen and you glide your finger over them in the correct order to spell out words. Sounds simple, but there's also a timer involved to make it more frantic. High scores are sent to an online leaderboard and you can play online with others or simply pass your iPhone between friends. To truly grasp the excitement and fun of *Word Scramble* you have to play it. So, as it's free, what are you waiting for?

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Word Or Not?

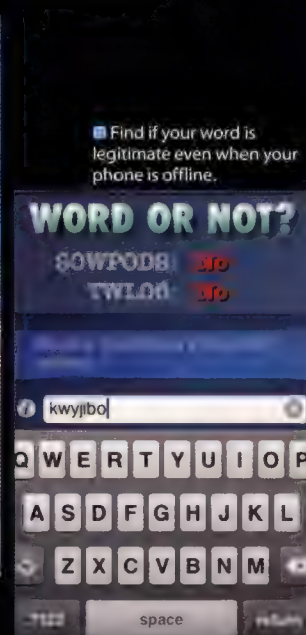
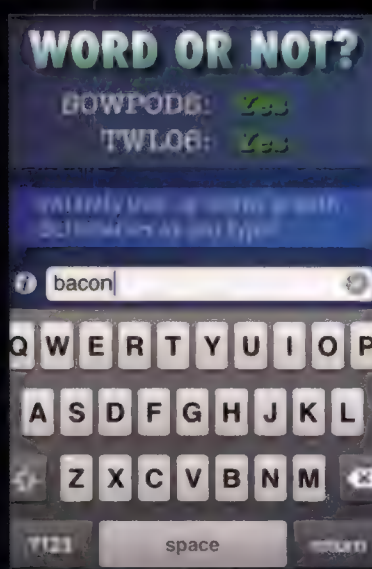
Price: Free Developer: John Evanson

Never come to blows over Scrabble again with this great free app



We've all been there, you're placing your seven letter, game-winning tiles onto the Scrabble board and your opponent exclaims, "That's not a word!" Rather than argue, why not use *Word Or Not?* instead?

By checking the official TWLO6 and SOWPODS Scrabble tournament dictionaries (we didn't know that's what they were called either) simultaneously, the app can settle even the most heated of word game disputes. Regardless of whether you're online or not, a simple Yes or No can be gleaned by simply typing your word into the app's clean interface and, when online, you can also visit Dictionary.com. This is a simple, free app that's purpose is well executed. We do have one further suggestion, however. Make sure you decide which tournament rules you'll be following before you start the game otherwise you'll find yourself in a whole new world of arguments.



Check your Scrabble words with official tournament dictionaries and stop all those potential arguments.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: Free Developer: PixelCUBE Studios

The Impossible Test

Prove that you're not an idiot once and for all



For a trivia game that makes the best possible use of all the iPhone's features, you can't beat *The Impossible Test*. Essentially a collection of mini-games, this fun little app puts your common sense to the test with a series of questions and scenarios for you and friends to complete without losing any lives. Support for OpenFeint makes the competition even more fierce by posting



your high scores so that friends can see them and you can even choose your own background music. Just make sure you look out for all of the trick questions.

■ Get graded on your brain power with this fun and challenging app.

Ratings

Longevity
★★★★

Fun factor
★★★★★

Controls
★★★★★

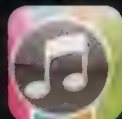
Value
★★★★★

Overall Rating ★★★★★

Price: Free Developer: Hot Potato Media

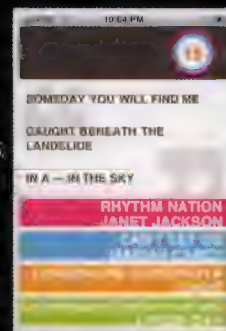
Lyric Genius

Are you the king of the lyrics?



If you're one of those people who instantly knows a song just from hearing a snippet then you'll likely be very good at *Lyric Genius*.

If you're not one of these people, perhaps you should use it to train yourself. With a colourful interface and multiple game modes, this free version of a series of full versions will whet your appetite for more. Other paid games in the series include *Lyric Genius 60s*, *70s* and *80s* and all have the same goal, to obtain the title of Lyric Genius.



■ Match the words to the songs to score points and become a lyric genius.

Ratings

Longevity
★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: Free Developer: Diji

Name The Flag

Flag up your knowledge of world flags



While you probably know your home country's flag and a couple more, *Name The Flag* will turn you into a flag-spotting master. Simple but addictive, this well designed game tests your flag knowledge with multiple choice answers and allows you to post your score to Twitter. Scores are broken down by number of questions and combos to give you an overall percentage that will be half mast at first but will rise with practice.

Flag will turn you into a flag-spotting master. Simple but addictive, this well designed game tests your flag knowledge with multiple choice answers and allows you to post your score to Twitter. Scores are broken down by number of questions and combos to give you an overall percentage that will be half mast at first but will rise with practice.

■ You'll soon start to recognise a variety of flags after practice.

Ratings

Longevity
★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★

Price: Free Developer: Diji

Ask Me Trivia

Quick fire questions in a slick app



If you're after fast, sometimes frenzied trivia on a number of subjects, *Ask Me Trivia* is your answer. The clean interface offers questions and a set of answers and doesn't mess about with any other unwanted clutter. Pick your topics and choose from one of three quizzes in this free version with more to be downloaded. One thing that will

grate on you after a while is the error sound, though, so make sure you answer correctly as often as possible!



■ Answer questions to win trophies with Ask Me Trivia.

Ratings

Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★★

Overall Rating ★★★★★



Price: Developer:

Word Warp

Highly addictive word fun for all



It's a race against the timer!



Like the newspaper games that require you to make as many words as possible from a selection of letters, *Word Warp* takes the game style further by adding a time limit. The attractive interface also helps and instant verification of the words you choose is also a nice feature. If you happen to get stuck, press the Warp button to reorganise the letters to help you out. A few minutes play with this game will have you hooked.

Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

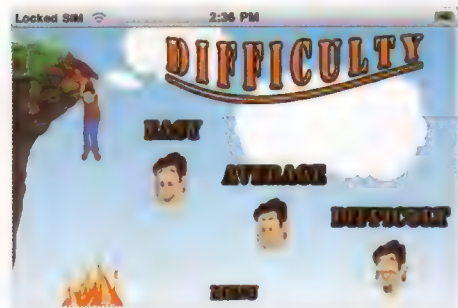
Price: Developer:

Hilarious Hangman – Sampler

A fun spin on the classic game



When you think of Hangman you probably imagine a stick man and a noose. This game takes things to a new level with a man actually hanging from a cliff. Uncover letters in the chosen word and you help him out; get them wrong and you'll hear or see him getting into more difficulty. The game has an online leaderboard for you to compare your score and offers an exciting variation to the iPhone's existing Hangman titles.



Pick the correct letters or watch the man fall.

Ratings

Longevity

Fun factor

Controls

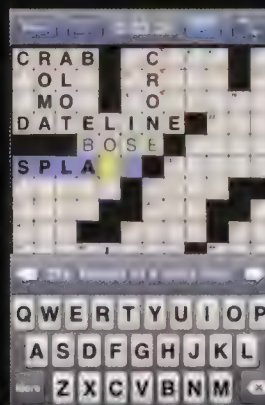
Value

Overall Rating ★★★★★

Price: Free Developer: Magmic Inc.

NYTimes Crosswords

All the fun of the real thing but without the paper



Play new crosswords on your iPhone every day.



Some of us can't get hold of *The New York Times* every day, but with this app you can at least access its crosswords. Designed to fit within the iPhone's screen dimensions you can do the crossword on your own as well as compete in online rankings. From within the app you can opt to add a month, six months or a year of daily puzzles after a free first week, which means its free price tag isn't quite that. However, this is a well-made and enjoyable app.

Ratings

Longevity

Fun factor

Controls

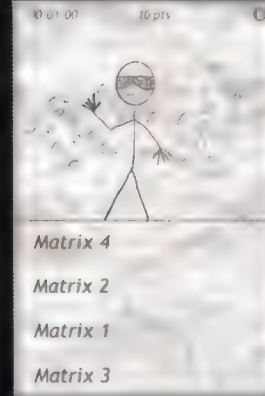
Value

Overall Rating ★★★★★

Price: \$0.99/£0.59 Developer: Odin's Eye LLC

Doodle Movie Challenge Pro

Can you spot the film from the doodle?



What movie does this image represent? Alright, that was an easy one.



This is a clever spin on the movie trivia apps that are commonplace on the App Store. Designed like a school text book, hand drawings, mainly of stickmen, appear on the screen as well as a multiple choice answer. You must pick the correct movie title that represents the image without losing all your lives. Your games are timed so you must answer quickly and in Sudden Death mode this becomes all the more important. Definitely worth the admission fee.

Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

Price: £1.79/\$2.99 Developer: ngmoco

Charadium Pro

It's Pictionary for your iPhone... but it's called something different



Charadium is a lot of fun, that cannot be denied. At its most simple, you are given a word and must depict it with an image you draw using your finger on the iPhone screen for friends to guess at. The game takes on new levels of fun, however, when you play with others online using ngmoco's Plus+ network to connect to randomly selected users across the globe. Your scores are calculated and compared with a huge community of gamers and added to an online leaderboard.

With nine colours to bring your drawings to life and a huge dictionary of nouns to draw, Charadium offers tons of replay value and there are also rewards to unlock as you achieve higher scores. There are versions of Charadium for the iPhone and iPad and a free version lets you experience the addictive fun of iPhone charades with only your artistic pride at risk. So for a really great, fun app, check this out now.

Ratings

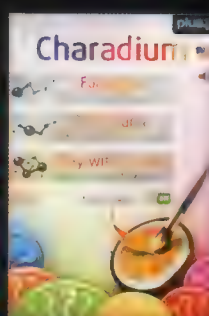
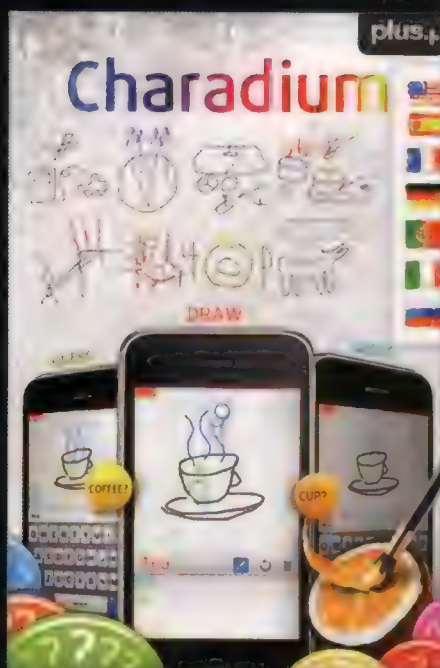
Longevity
★★★★★

Fun factor
★★★★★

Controls
★★★★★

Value
★★★★

Overall Rating ★★★★★



Draw the word you are given for others to guess. Choose from nine colours and play against friends online.

It's a great, portable way to have some drawing game fun, and it looks great too.

Price: Developer:

Crosswords

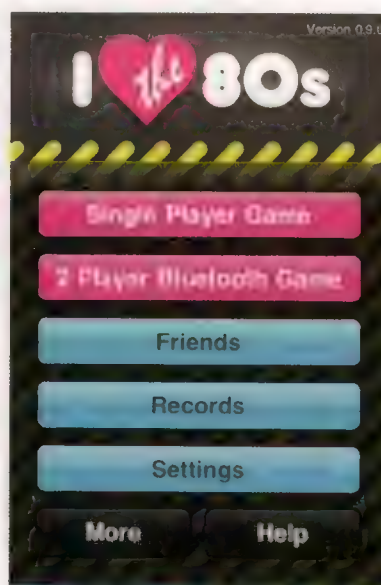
Exactly what you would expect from the title and much more



Everybody enjoys a good crossword, but one of the most annoying elements of those done in the newspapers are the mistakes you tend to make with no option to undo your error. Of course, you could use a pencil or you could get hold of the Crosswords app.

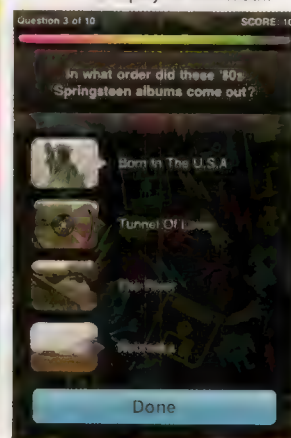
While the asking price is rather high, you do get endless crosswords to complete. Taken from the most popular sources, including the newspapers, Crosswords is a true word puzzler's dream. Whether you're after cryptic or traditional puzzles, there's a crossword for you and even hints if you get a little stuck. Unlike newspaper crosswords, you can also turn on error detection so you won't sit around questioning whether a clue is incorrect when, in fact, you've slipped up somewhere. Crossword fanatics will love this game and, considering you spend around a pound for a newspaper with one or two crosswords, the price isn't too much to ask when you think about it.

VH1's I Love The 80s Trivia



How many Eighties entertainment questions can you answer?

Connect with friends and play via Bluetooth.





Price: £0.59/\$0.99 Developer: VirtueSoft.com

Hangman Classic

This one won't leave you hanging



What do you do when you play a game of Hangman? You grab a pencil, a scrap of paper and you then count on your fingers the number of letters in your word before marking out spaces for letters. Inevitably, you miss out a letter or someone guesses a letter and you forget that there's a Z and not an S in Mozambique, throwing the game and your scoring system out of whack. So here's the solution: get hold of a copy of *Hangman Classic* or try the (ad-supported) free version.

Hangman Classic does exactly what you need it to do and nothing more and that's to play a game of Hangman. You can pick from different backgrounds and sound effects, as well as categories in the settings menu but beyond that it's a simple timed version of the classic word game. Hangman is a simple and fun game to play and *Hangman Classic* allows you to do just that.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

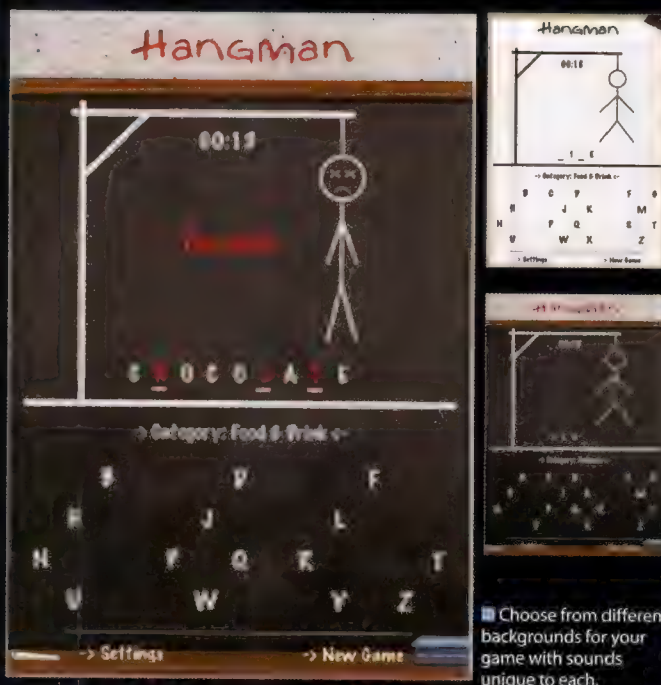
Controls

★★★★★

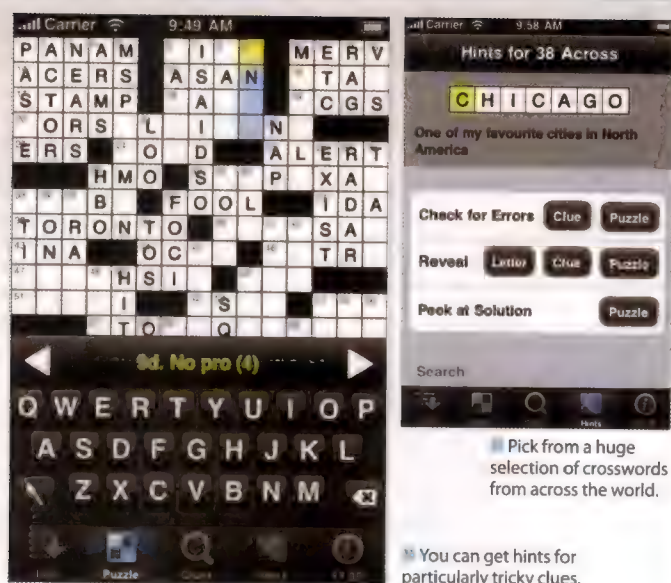
Value

★★★★★

Overall Rating ★★★★★



Choose from different backgrounds for your game with sounds unique to each.



Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: Developer:

Whether you love the Eighties or not, you'll love this app



Now this is how iPhone apps should be made: stylish, fun and free. VHI's *I Love The 80s Trivia* doesn't try to sell you its MTV music channel either; sure, it does include plugs to the channel's website, but you'll hardly notice that when you get involved with the game at hand.

First up, the app looks great, with well-used transparencies and a smattering of the neon blues and pinks that were a staple throughout the decade. The game itself is fun and remains on topic, with entertaining comments using Eighties catchphrases when you answer a question right or wrong.

It's not all multiple choice questions either; certain levels require you to drag images into place or make connections between stars and movies. Multiplayer games can be played over Bluetooth with two iPhones and extra question packs can be purchased within the app. A nicely retro, well made game.

Ratings

Longevity

★★★★★

Fun factor

★★★★★

Controls

★★★★★

Value

★★★★★

Overall Rating ★★★★★

Price: : Developer:

Sporcle

Sporcle.com hits the iPhone with impressive results



If you have ever been lucky enough to visit Sporcle.com you'll know just how many addictive quizzes and games it has to offer. The website has now appeared as a paid app on the App Store and quickly jumped up the charts with some useful celebrity endorsements, including DJ Howard Stern and a number of

newspapers too.

Offering a variety of topics and genres, quizzes from Sporcle don't tend to come in traditional formats. For example, could you name thirty-two actors or actresses when given only three letters from their first and last names? Could you name the most popular pets in the USA? How about words or things that begin with "Tri"? The random nature of the quizzes available in Sporcle and the frantic answering

process make it all the more fun to play with a time limit imposed on your answers.

By comparison to the web version of Sporcle, the app's interface is a great improvement, although not all of the games have been ported over to the app. They are, however, regularly updated.

A major bonus of Sporcle is that, unlike many games that come from a web-based source, you don't have to have a network connection to play the games on your iPhone.

An update allows the game to be played in landscape mode so you can make use of the wider iPhone keyboard that will certainly come in handy as you type all of your answers into one box and hope you're getting enough right not to look stupid.

As you learn the style of Sporcle's games you'll find yourself getting better at the quizzes it poses, so it's good to know that your play history is stored within the app. This means you can see how well you're getting on and can also go back to previous games and try to beat your highest score. If you're at a stage where you think you're good enough to challenge the world, you can even post your scores online.

With so much variation on offer, Sporcle is an essential app to have on your iPhone and – with such a solid web presence behind it – is only set for bigger and better things as the developers evolve this app.

Ratings

Longevity	Fun factor	Controls	Value
★★★★★	★★★★★	★★★	★★★★★

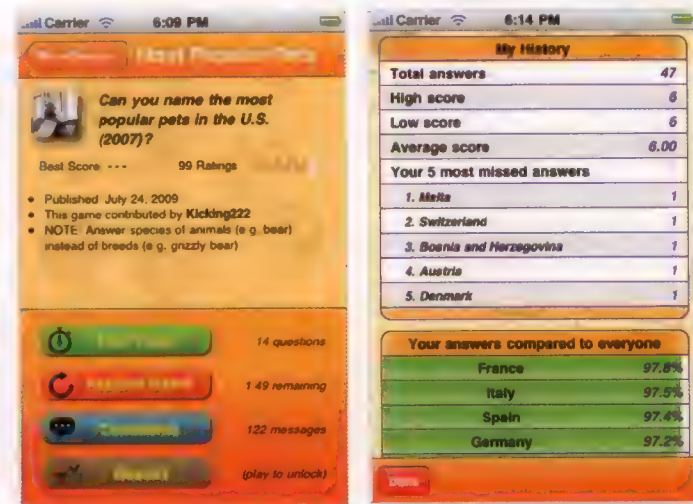
Overall Rating ★★★★★



So many random quizzes for you to try, courtesy of Sporcle.com.



Play the game in either landscape or portrait mode.



See how well you're doing at each quiz or overall.



Price: Free Developer:

A US States Quizzle

How well do you know your states, capitals and trivia?



Test your knowledge of the USA and its states.



It's a surprising just how little people know about the US states and this app aims to change

that. With over 150 questions relating to the United States and new questions added at regular intervals, the game covers the basics such as state capital, but also throws other state-related trivia into the mix. The developer claims that it will add more questions the more five star ratings the app receives so, if you like this free app, make sure you review it highly.

Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

Price: Free Developer:

Apple Or Island

A strange concept for a quiz... still fun though



This is a pretty strange concept for a quiz app, but it is free and surprisingly fun to play. The developer claims this is a tool to help broaden your kids' minds, but adults will also find it entertaining too. Choose from three difficulty levels and then, as the title implies, determine whether the word that appears on the screen is an apple or an island. It should be really easy but it's not, and a timer for each question makes it that little bit more frantic for you. This is, indeed, fun for all the family.



Is it an apple or an island? This game is harder than you think.

Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

Price: Free Developer: Best Buds

Best Buds The Drinking Game

Make your trips to the pub more fun...



We guess the developer of this app had to say that it would promote responsible drinking, but we imagine the outcome of playing *Best Buds The Drinking Game* will be anything but. Don't be fooled by the odd psychedelic interface; this app is a ton of fun for drinking with friends. Answer questions with up to ten players and take a drink for the questions you get wrong. Make sure you have your wallet and your wits about you or you'll be on the receiving end of a decent number of shots!

Take your iPhone on your next drinking session; it could be a lot of fun.



Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

Price: £0.59/\$0.99 Developer:

Speed Anatomy

Learn anatomy on your iPhone, ideal for students



Where is your Biceps Brachii? Find out with this neat app.



Do you remember the biology tests you used to have to take at school? If you're studying or practising medicine or sports science you might even still be taking them. This app will be a great help for those learning or just curious about the human body.

Point out the body part on the diagram and score points for your accuracy. Combos and bonuses can also be scored as you play. At the end of the day it's cheaper than a medical dictionary and far more fun.

Ratings

Longevity

Fun factor

Controls

Value

Overall Rating ★★★★★

Developer: PixelMags

iPad and iPhone magazines

Imagine Publishing reveals iPad and iPhone editions for its market-leading titles



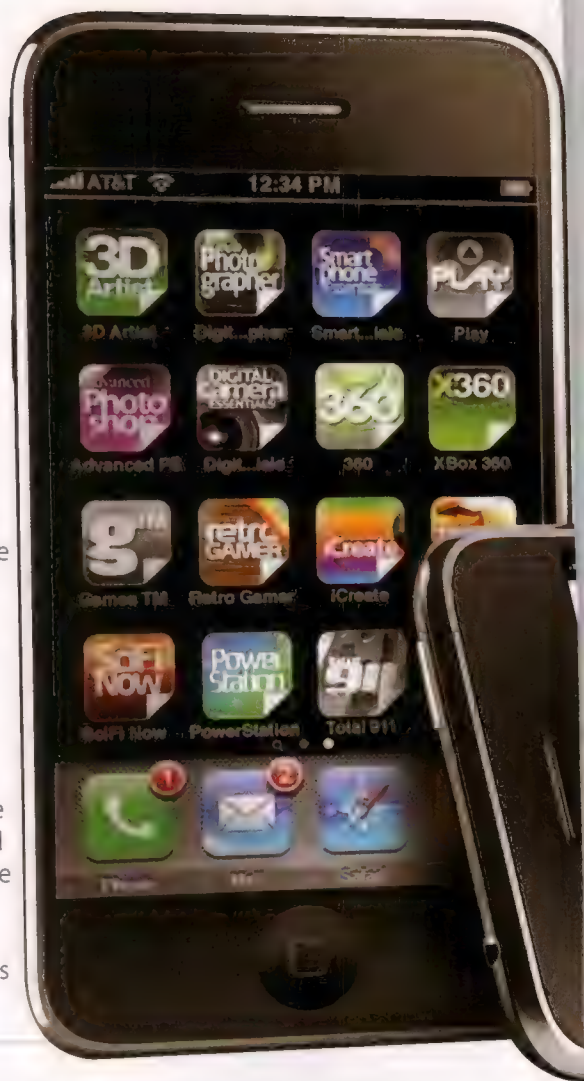
In partnership with PixelMags, Imagine Publishing has put its entire portfolio of leading consumer magazines on the App Store for the iPad and the iPhone.

The apps come free with a full issue in digital form, enabling you to browse through as you would a physical product – just flick the pages back and forth to glance through the content. But the interface tricks that have made the iPhone such a definitive device are also used to the full. Tap to zoom in on sections of pages for a closer look, use the pinch gesture for more accuracy, or search entire issues of a magazine for key words

or phrases. The bookmark function also ensures you can always find your favourite pages. You can even share an issue of a mag with a friend for a limited time, as well as subscribing to future publications or picking up back issues.

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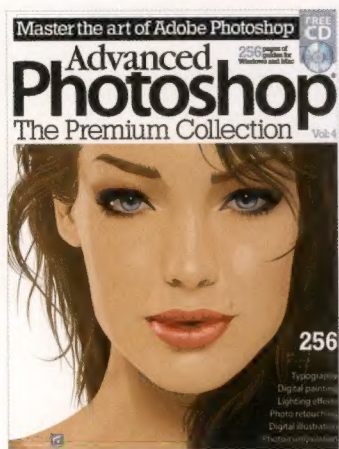
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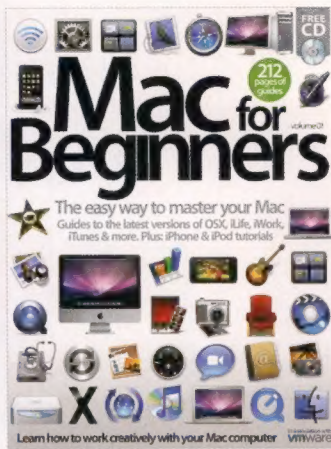
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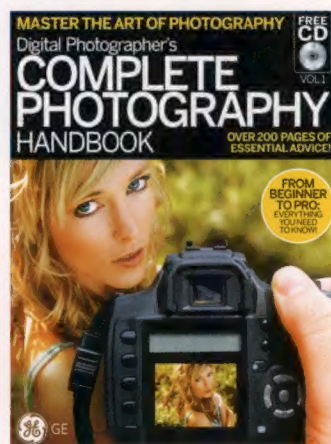
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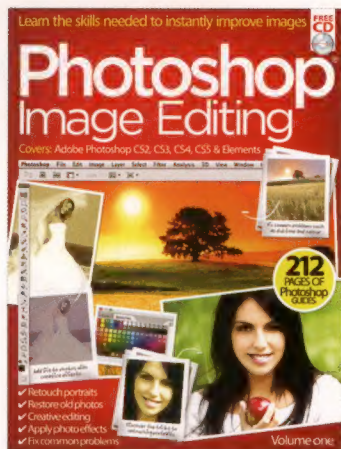
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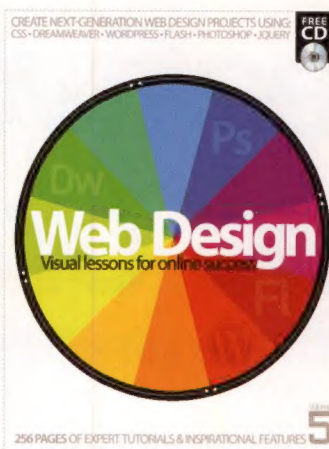
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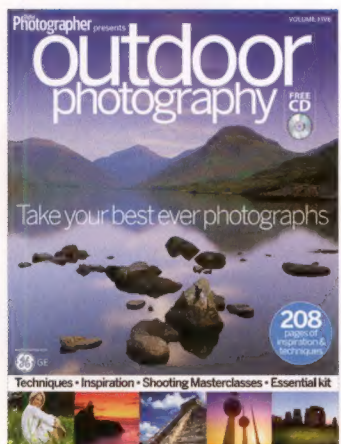


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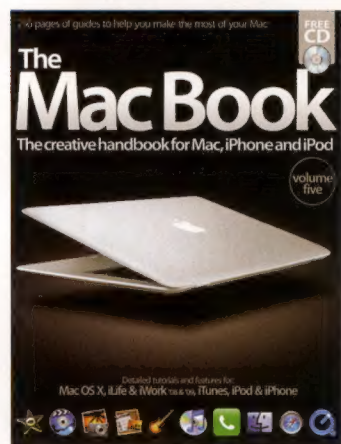
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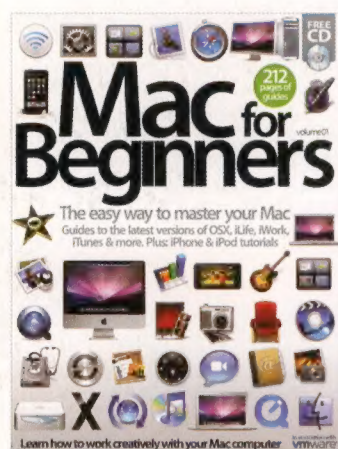
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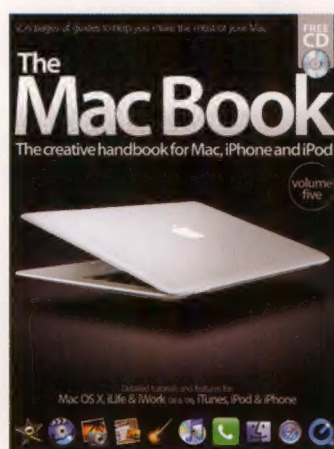
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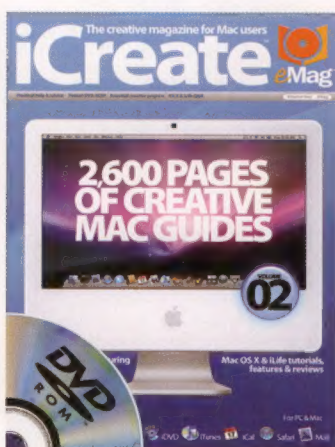
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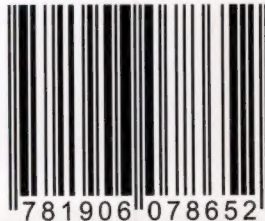
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